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Odo and Romance
His love life takes shape

Profile on Dr. Tolian Soran
Determined to return to the Nexus

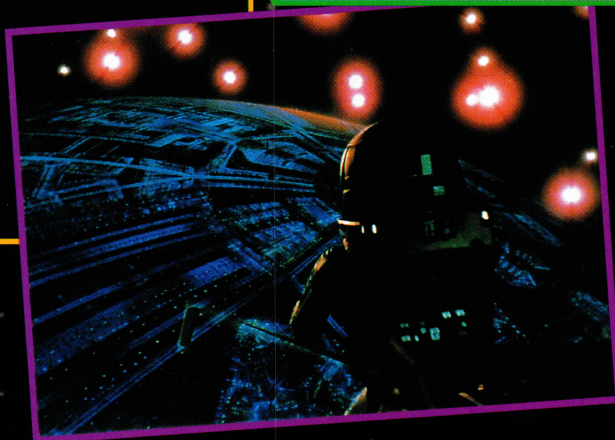
Kot'Baval Festival
Klingon history acted out

Cardassian Viewscreens
Communicate across the Union

V'GER's Mission
Searching for its creator



U.S.S. PROMETHEUS NX-59650
Middle Section of a Three-part Ship



ISSN 1364-3983



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89 >



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 89

The Guide to the STAR TREK Galaxy

The KOT'BAVAL FESTIVAL
Baseball in the 24th Century
The ANTEDEANS

FEDERATION STARFLEET

U.S.S. PROMETHEUS NX-59650: Middle Section
U.S.S. ENTERPRISE NCC-1701:
Helm and Navigation Station

Non-FEDERATION Starship

V'GER's Mission

Personnel Files

JANEWAY's Ingenuity
ODO and Romance
DR. TOLIAN SORAN

Equipment & Technology

CARDASSIAN Viewscreens

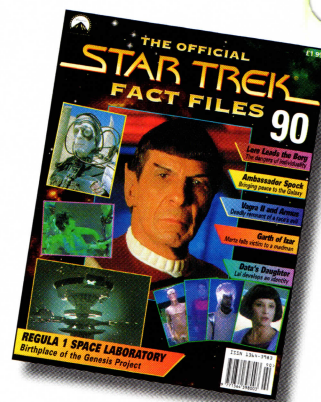
Starship Log

STAR TREK: The Original Series –
'Is There in Truth No Beauty?'/ 'The Empath'
STAR TREK: VOYAGER – 'Scorpion', Part I

A-Z Access Point

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 81 and 82)
LORE and the BORG
VULCAN Ceremonial Grounds
VAGRA II and ARMUS

FEDERATION STARFLEET

REGULA 1 SPACE LABORATORY

Non-FEDERATION Starships

The I.K.S. GR'OTH

Personnel Files

SPOCK: as an Ambassador
GARTH OF IZAR
LAL

Equipment & Technology

SORAN's Missile Launcher

Starship Log

STAR TREK: THE NEXT GENERATION –
'Haven'/'Where No One Has Gone Before'
STAR TREK: DEEP SPACE NINE –
'Sons of Mogh'/'Bar Association'

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The Guide to the STAR TREK Galaxy

FILE 11

CARD 4F



KOT'BAVAL CEREMONY

Most societies celebrate in their arts the heroes and monumental events in their histories. The Klingons are no exception, and have an extremely rich heritage to commemorate.

In a sense, **Klingon** history, or at least, modern Klingon history, begins in the year 625, when **Kahless the Unforgettable** united the Klingon homeworld **Qo'noS** by defeating the tyrant, **Molor**, in battle. Kahless bestowed upon all future generations the principles of honor by which every Klingon aspires to live. Kahless himself once battled his brother, **Morath**, for 12 days and nights because he had brought dishonor to his family by telling a lie. It is therefore only proper that Klingons, wherever they are gathered throughout the Galaxy, should celebrate Kahless.

Taking part

There are many ways in which the Klingons pay homage to their ancient leader, but foremost among these is the **Kot'baval Festival**, the annual event that celebrates the day on which Kahless fought Molor and killed him on the

field of battle, thereby setting all future Klingons free from his tyranny.

The greatest Kot'baval Festival is held on Qo'noS; it is a day of celebration and joy in every town and village on the planet, retelling in song and story the events of that magnificent day that changed the future of the Klingon race forever. Even in the far flung Klingon settlements throughout the Galaxy, this

day is celebrated as a glorious holiday.

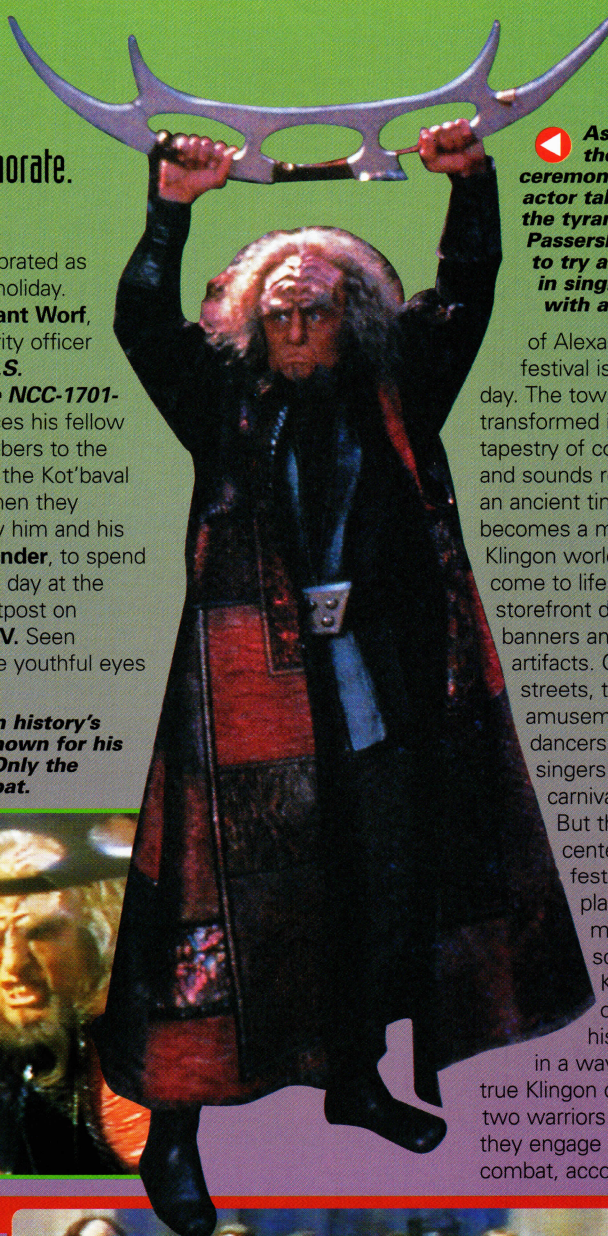
Lieutenant Worf, chief security officer of the **U.S.S. Enterprise NCC-1701-D**, introduces his fellow crew members to the delights of the Kot'baval Festival when they accompany him and his son, **Alexander**, to spend the festival day at the Klingon outpost on **Maranga IV**. Seen through the youthful eyes

The tyrant Molor is one of Klingon history's most hated and reviled figures, known for his incredible skill and cunning in battle. Only the hero Kahless could defeat him in combat.



As part of the Kot'baval ceremony, a Klingon actor takes the part of the tyrant Molor. Passersby are invited to try and defeat him in single combat with a bat'leth.

of Alexander, the festival is a wondrous day. The town square is transformed into a rich tapestry of color, smells and sounds reminiscent of an ancient time. The square becomes a medieval Klingon world, a myth come to life, with each storefront decorated with banners and colorful artifacts. On the side streets, there are amusements, fire dancers, jugglers, and singers. It is indeed a carnival atmosphere. But the ritual centerpiece of the festival takes place in the middle of the square, where a Klingon street opera performs historical events in a way that only a true Klingon could relish; two warriors sing loudly as they engage in mock combat, accompanied by



THE LEGACY OF KAHLESS

Cultural heritage

The history of the Klingon people is a tapestry of heroic deeds and bloody conflicts; there are many tales of honor and courage in the Klingon culture, but no single figure is as revered as the greatest Klingon who ever lived, Kahless the Unforgettable. The stories of Kahless' exploits form the basis for the morality tales and legends that is the foundation for all Klingon culture. This warrior of warriors united the diverse

tribes on Qo'noS and led them to victory. As well as his fight with his brother Morath over a matter of honor, the death of his father, and his defeat of the tyrant Emperor Molor (the subject of the Kot'baval ceremony), Kahless was also the subject of a great romantic epic about his love for the Lady Lukara and their lone victory over 500 warriors, who died at their hands as they attacked the couple in the Great Hall at Qam-Chee.



The bat'leth is known as the 'sword of honor'. Legend has it that Kahless forged the first bat'leth about 1500 years ago from a lock of his hair, which he dropped in the lava of the Kri'stak Volcano and then cooled in the lake of Lursor before twisting it into a blade. This tale has been passed from generation to generation by word of mouth.



As part of the **Kot'baval ceremony** Klingons who are true of heart can challenge the tyrant Molor to single combat in battle after battle. Worf makes the ritual challenge.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 4F

KOT'BAVAL CEREMONY



GALAXY FACTS

Klingon opera is at the heart of the Kot'baval Festival, and the crowd enthusiastically join in the singing. This art form, which is the only kind of music that the Klingons consider to be a fine art, goes largely unappreciated outside the Empire.

Klingon opera is often accompanied by the bagpipe-like musical instrument known as a chuS'ugh. A typical opera lasts around one standard hour.

Taking up his bat'leth sword, Worf prepares to engage the performer playing Molor in mock conflict; the challenger may fight well, but in the end all who try to defeat Molor are beaten.



Worf is a master in the use of the bat'leth, having spent much time practicing with the weapon in his calisthenics program on the U.S.S. ENTERPRISE's holodeck.



street musicians who are playing instruments, called 'In, which are stuck by the fist and palm to create a reverberating sound that can be deafening. The two performers are elaborately clad in colorful robes, patterned after the ancient garb of Kahless' time; they thrust and parry with their bat'leth swords, which have bells fastened to their frames that jingle with every movement.

The festival's highlight – the reenactment of the ancient final battle between Kahless and Molor – is presented in the traditional Klingon opera format. The words are in **no' Hol**, the ancient Klingon language that is spoken today only in ceremonial or ritual

performances such as this. The mock battle itself is staged in the **Mok'bara** martial arts form, which is similar to Terran tai chi.

Molor's challenge

The performers' voices fill the square with song as they battle. Finally, the one who is the larger of the pair fells his opponent and calls out triumphantly as he rattles his bat'leth over his head in victory. This is the evil tyrant Molor; he is so strong that no one can stand against him. The fallen combatant looks over at the gathered crowd and cries out in a plaintive voice, "**Nok'tar be'got, hosh'ar te'not?**" He is asking if anyone will have the courage to battle Molor.

There will always be someone in the gathering to accept the challenge by singing out, "**Ki'rock Molor, ki'rok!**" Most often this will be a young warrior who will leap into the square and take up the bat'leth from the fallen performer, shouting, "**Ni'tokor bak'to!**" as he confronts Molor. One warrior after another takes up the challenge, but still Molor remains undefeated.

Then, there is a moment when suddenly the crowd cheers and parts to allow the first performer to return. He has changed his costume and wears the distinctive headdress that indicates he is now portraying Kahless. "**Nok'til Kahless. Molor gik'tal!**"

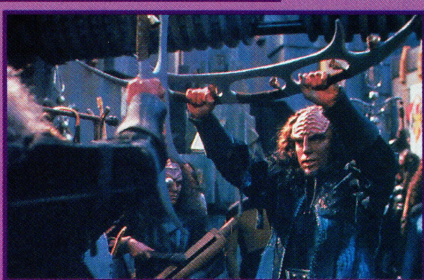
he sings out defiantly, his voice echoing across the square. The performers move toward each other as the crowd roars out their approval. Kahless sings out that he would rather die than live under Molor's tyranny. While the two performers fight and sing, the crowd grows hushed in anticipation as they watch with rapt attention as the

battle continues. They imagine that this is how it must have been centuries ago when the real Kahless fought and won freedom for all Klingons. Finally, in a climactic moment, the costumed Kahless defeats Molor with a final killing blow of his bat'leth, and the crowd screams in admiration. Indeed, this has been a good day.



Wearing the ceremonial headdress of Kahless, the performer returns to the battle and ultimately defeats the evil warlord Molor.

The mock combat between the performers playing Molor and Kahless is staged using the Klingon martial art known as Mok'bara.



A CHALLENGE TO ALL

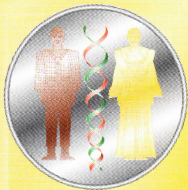
Age no barrier

The street theater performance of Kahless' clash with Molor includes an element of audience participation. As each new battle begins, the new challenger sings loudly as he engages Molor in single combat, their bat'leths clanging loudly as they clash together. But no matter how many take up the challenge, it is always Molor who emerges victorious until he is challenged by Kahless. Sometimes, the challenger may be a child, like Worf's son Alexander, who enthusiastically joins in and takes up the bat'leth to battle



Alexander takes up the bat'leth in order to fight the tyrant Molor, in a street opera performance of the villain's battle with Kahless.

Molor. In these instances, the performer playing the role of Molor will be careful not to injure the youth, and will often feign injury to end the battle in a draw.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 67



OTHER GROUPS
AND RACES

THE ANTEDEANS

The semi-aquatic, fish like race known as the Antedeans are hopeful of gaining membership to the United Federation of Planets. But deadly events during the approval conference on **Pacifica** may mean their censure and exclusion for some time to come.

The strange and mysterious race known as the **Antedeans** have an unusual physiology by **Federation** standards. They are a humanoid race, of slightly above average height, whose distinctive appearance is viewed by some as ugly while others find them to be a striking and majestic species. Certain humans, for example, may find the Antedeans disturbing to look upon, but **Klingons** have been known to praise their appearance, even going so far as to refer to them as a "handsome

race" possessed of a "dignified and graceful countenance".

Although apparently not water breathers, their fish-like visage lends the Antedeans a remarkable physical resemblance to some of Earth's aquatic species. Antedean skin is bluish-green, with an epidermal layer apparently made up of a scaly tissue. Their eyes are large and round, spaced widely apart to each side of their head. Their mouths are round and rigid, and they have a single, ridged fin running from front to back along the top of their heads. A pair of tendrils approximately 10

centimeters long protrude downward from their chin area, just below their mouths. It is not certain what purpose these appendages serve, but it is likely they aid in guiding food into the Antedeans' mouths. Their hands appear to be webbed, a feature that also could aid them in eating their main food staple, **vermicula**.

As they apparently can exist within a standard atmosphere, Antedeans are at most amphibious, if not completely air breathers. They are extremely susceptible to mind scans, especially by full **Betazoid**

◀ *The Antedeans resemble aquatic life forms from the oceans of a number of other worlds; they have fishlike heads and eyes and webbed hands. They may be amphibious.*



▲ *The reclusive Antedeans find space travel a traumatic experience, and usually enter a voluntary catatonic state for the duration of a voyage.*

telepaths. According to one Betazoid account, the thought processes of Antedeans are considered to be "unsophisticated".

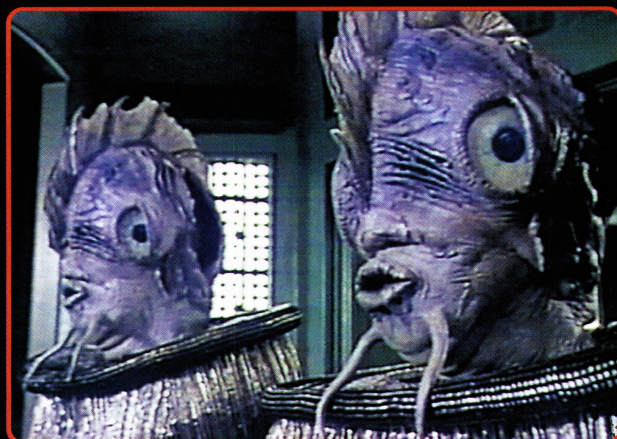
Culture and nature

Knowledge of Antedean fashion is limited to a few recorded encounters in which they most often have been observed to dress in long, concealing robes made of a silver, metallic material. This raiment hangs from a wide circular collar that rests along their shoulders and reaches nearly floor level. They appear to wear little or no other adornment.

POTENTIAL MEMBERS

To join the Federation

The Antedeans are natives of Antede III, a dark green colored world located approximately three days high warp travel away from the waterworld of **Pacifica**. Although not yet officially part of the United Federation of Planets, they are offered member status in 2365, but terrorist action prevents their joining. They are so reclusive that, prior to this date, few Antedeans had ever been seen.



Designation	Antede III
Class	M
Quadrant	Alpha
Inhabitants	Antedeans
Government	Unknown
Environment	Standard gravity
Features	Nothing is known of conditions on Antede III, but the planet must have reached a technological level advanced enough to be considered for Federation membership.
Remarks	Antede III is currently an unaligned world within Federation space; the government of the planet hope to petition for official UFP membership.
Starship log	STAR TREK: The Next Generation 'Manhunt'

◀ *The Antedeans approach the Federation with a request for membership, but it becomes clear that some, if not a majority of their populace are against the idea.*

OTHER CARDS IN THIS FILE...

- 41 THE ANGOSIANS
- 68 THE ANTICANS & SELAY
- 70 THE BANDI

SEE OTHER FILES...

STAR TREK:
The Next GenerationFile 69

GALAXY FACTS

- ▶ The Antede System is three days travel at high warp from **Pacifica**, where the membership talks will be held.
- ▶ Other members of the **Pacifica** conference delegation included **Betazoid** Ambassador **Lwaxana Troi**.
- ▶ Transport ships with Antedeian registrations occasionally dock and exchange cargo at space station **Deep Space Nine**.

As they are a fairly reclusive race, there is not a great deal of reliable information with regard to the Antedeans' general disposition, but judging from observations made during the infrequent contact between the Antedeans and the Federation, they are stoic, rather antisocial beings. Some of this perception, however, may be due to their unusual appearance and strange habits.

Eating habits

The Antedeian diet consists mainly of a pallid, white wormlike creature called **vermicula**, which is eaten while still alive in its murky liquid environment. When traveling, Antedeans transport **vermicula** in large covered vats. They can



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

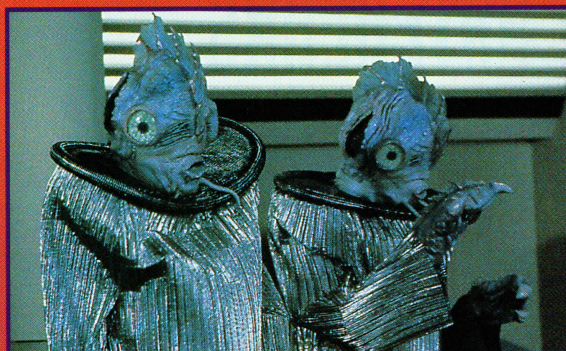
CARD 67

THE ANTEDEANS



OTHER GROUPS AND RACES

▶ Antedeans have a rather scaly, wrinkled appearance with skin tones of light blues and grays. Their hairless heads sport large eyes and fin-like crests that run from the back of the skull to the top of the mouth.



▶ The Antedeans are so reclusive that they have hardly ever been seen beyond the borders of their home solar system, **Antede**.



become particularly agitated when hungry, their warbling voices crying out for food. They are able to consume vast quantities of this foodstuff by lowering their heads to just above the surface of the vat and scooping it up with their webbed hands in a veritable feeding frenzy, slurping large numbers of the creatures noisily into their mouths.

Strangely, considering the documented aversion of the Antedeans to interstellar travel, there are spacefaring cargo vessels of Antedeian registry in use throughout the **Alpha Quadrant**, although it is unknown whether or not the Antedeans operate the craft themselves, or utilize the services of other races for whom space flight is

less distasteful. Antedeans find space travel so traumatic that they are known to refer to starships as "things", finding it difficult to even speak words that relate to it.

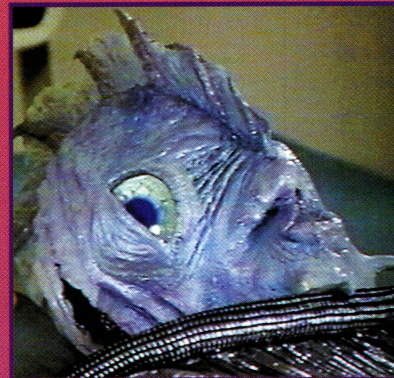
Incident at Pacifica

In 2365, the Antedeans are offered membership in the **United Federation of Planets**. The official offer is to be made during a political conference on the ocean world **Pacifica**. However, just prior to arriving at **Pacifica**, aboard the **U.S.S. Enterprise NCC-1701-D**, the Antedeian delegate and his entourage are discovered to be saboteurs who are planning to blow up the entire conference.

Their weapon of choice is the highly explosive

substance known as **ultritrium**, which they are able to conceal in their long robes; it is not detectable by **transporter** equipment. Obviously, there is serious concern among at least some Antedeans with regards to Antede III becoming a member of the Federation. At this time it is not known, however,

whether the terrorists involved in the **Pacifica** incident acted on official orders from the Antedeian government, or if they are agents of an opposition group; perhaps they were even acting on their own. As a result of their actions, Antedeian membership in the Federation remains undecided.



▶ When in their catatonic traveling state of suspended animation, the large, fishlike eyes of the Antedeans remain half open, but the 'sleepers' are completely unaware of activity and events going on around them.

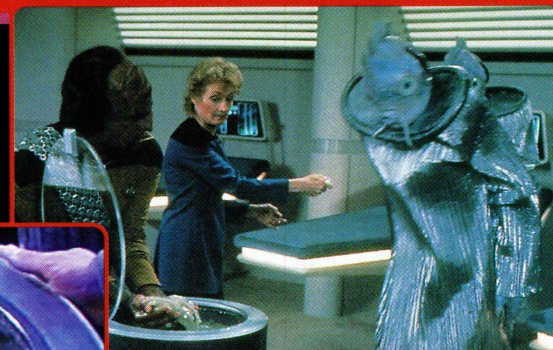
STATE OF SUSPENSION

Fear of flying

The Antedeans possess a natural biological defensive mechanism designed to help them endure physically unpleasant experiences. Through an innate process, they are able to place themselves into a state resembling catatonia; while in this dormant state, they remain standing upright and immobile. Their respiration is normal and their pulse remains steady, yet they are completely unaware of what is occurring around them. When they awaken, they are extremely hungry.

While in this self-induced stasis, their eyes appear to be half-shut into a vertical crescent shape. As they awaken, one of the first signs is the abrupt opening of the eyes. They harbor a deep aversion for space travel that is so intense it borders on phobia; the

mere idea of traveling to other worlds repulses them. As such they must resort to activating their catatonic state in order to bear the ordeal.



▶ Antedeian food appears to consist of only one item - **vermicula**, an aquatic wormlike form in a dark, watery brine. Like **Klingon** **gagh**, **vermicula** is best when eaten live.

▶ Once they have awakened from their self-induced catatonic state, the Antedeans are extremely hungry and must replenish their body's depleted resources with fresh food.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 13A



THE UNITED FEDERATION
OF PLANETS

BASEBALL IN THE 24TH CENTURY

By the 24th century, baseball is no longer one of the most popular games on Earth, but it is still in favor on far-off outposts such as Cestus III. For some, though, the game has never lost its appeal.

The team game known as baseball evolved on Earth in the early 1800's from a variety of human stick-and-ball games, including rounders and cricket. Various regional versions of the game were supplanted by a set of rules codified in New York in 1845, in which two opposing teams of nine players played alternately in the field and at bat; the players at bat score by running a circuit of four bases laid out in a diamond.

The first professional league formed in 1876, and for the following century, baseball grew at an astounding rate, becoming a major recreational and spectator sport played by a variety of Earth cultures.

Many a youth dreamed of playing in the championship of the professional leagues, known as the World Series.

By the early 21st century, teams were established on several continents, among them the **London Kings**, the team **Harmon 'Buck' Bokai** played for during his rookie season in 2015. Bokai, under the tutelage of his manager, **'Old Crow'**, hit 20 home runs batting right-handed in each of his first three seasons. Despite a successful 27-year career as a dominant player, he never hit more than 10 homers a season from the right side.

According to **Benjamin Sisko**, the '15 Kings are the best team he ever saw play the game. In fact, Sisko never actually saw the

Kings, except in archival replays, and in the **holodeck**; they disbanded before he was born.

Common ground

During a temporary timeline disruption in 2371, while assuming the personality of the soon-to-be-famous **Gabriel Bell** in 2024 San Francisco, Sisko shares his opinions about the London Kings and Buck Bokai with several fellow hostages in **Sanctuary District A**. The exchange helps Sisko establish a level of trust with the other hostages by exhibiting his knowledge of contemporary Earth culture. Similar friendly debates about baseball often help to create harmony between strangers.



▶ **Baseball is Benjamin Sisko's all-time favorite sport. His love is derived from the game's unpredictability and suspense, and how each new pitch can effect the direction of a game. Sisko explains the concept of linear time to the wormhole aliens using the game of baseball as a metaphor.**

▶ **Although baseball in the 24th century is no longer very popular on Earth, the skills required to play the game are still familiar to many humans. On the planet Edo, Wesley Crusher compares one of their activities to being just like baseball.**

LEGEND LIVES ON

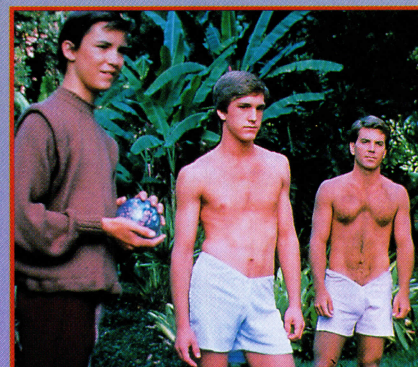
Harmon 'Buck' Bokai

For whatever reasons, baseball lost its appeal to many people on Earth in the 21st century, so much so that its greatest tradition, the **World Series**, eventually ceased, as did the traditional American and National Leagues. Luckily, these great institutions are able to live on in the hearts, minds, and holosuites of some of its biggest fans. For instance, so prominent in the consciousness of Ben Sisko is the baseball great Harmon 'Buck' Bokai, that, plucked from Sisko's imagination, he appears on **Deep Space Nine** when Gamma Quadrant aliens extract mental images from the crew to gain more knowledge about their behavior. Bokai was one of the greats of the game and is, along with players like **Willie Mays**, one of Sisko's greatest heroes.

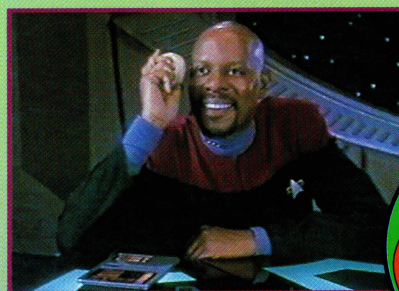
▶ **Buck Bokai is just one of several manifestations that appear on DEEP SPACE NINE as a result of aliens trying to learn more about human behavior.**



▶ **Buck Bokai was one of the most legendary players in the latter part of the game's history on Earth. He ended up beating one record that had stood for several decades.**



▼ **Captain Sisko always keeps a baseball on his office desk. This is a symbol of his love for the game, and he frequently plays with the ball when he is in a contemplative or happy mood.**



In the 2026 season, Buck Bokai surpassed Joe DiMaggio's feat of hitting safely in 56 consecutive games in 1941, a record once considered invincible. In 2364, **Captain Jean-Luc Picard**, while portraying detective **Dixon Hill** in the holodeck of the **U.S.S. Enterprise NCC-1701-D**, first learns of baseball in a reference to DiMaggio's streak.

Toward the end of his career, in 2042, Bokai's homer wins the World Series for the Kings. However, due to a variety of complex causes, the game's popularity had eroded. A mere 300 spectators are present for

that final game of the Series, and the professional leagues decided to disband. Baseball, however, does not completely die out. Its folklore survives in the form of artifacts, historical records, and holographic recreations, and the game itself is played in amateur contests. Benjamin Sisko grew up to be an enthusiastic player of the sport and a knowledgeable student of its history, despite having never seen an actual professional game in his lifetime.

In 2369, Sisko uses the rudiments of the game to

describe and explain linear time to the life forms who created the **Bajoran wormhole**. He likens the unknown, shapeless future that defines human existence to the myriad of possibilities that can result each time a ball is pitched to a batter. Sisko keeps a baseball on his desk, and teaches the game to his son, **Jake Sisko**, using a **holoprogram** of famous players they both enjoy. Sisko insists that Jake finish his daily homework before taking his glove into

▼ **Teams such as the Pike City Pioneers on Cestus III are reviving interest in the game.**



▼ **One of Ben and Jake Sisko's favorite activities is to play baseball in the holosuite. Their mutual love of the game provides a father/son bonding experience that has been shared by Earth males for centuries.**



▶ **Sisko is overwhelmed with emotion when his son Jake gives him a rare and valuable Roger Maris baseball card to help lift his flagging spirits.**



a **holosuite**. Around the same time, Buck Bokai himself briefly appears on **Deep Space Nine**, although analysis reveals the entity to be an embodiment of a non-corporeal species, derived from Sisko's imagination.

second base. Kasidy presents Ben with a team cap from the Pioneers, and promises her brother will get them seats near the dugout, considered the best seats in the park.

Hearing about the new league, Sisko longs to see a real baseball game, and even wistfully considers taking the long journey to Cestus III to take up Kasidy's offer. For the time, he makes do with the audio recordings of league games her brother sends to **Deep Space Nine** instead.

Yates' and Sisko's shared love of the game feeds a romance between them, and they often 'attend' games in holosuite simulations of historic contests, such as the seventh and final game of the 1964 World Series between the St. Louis Cardinals and the New York Yankees, and love of the game helps to cement the friendship between Kasidy and Jake. Sisko has also used baseball holoprograms to alleviate the unease that built up between him and Kira over his position as the **Emissary of the Prophets**.

The Guide to the STAR TREK Galaxy

FILE 7 CARD 13A

BASEBALL IN THE 24TH CENTURY



GALAXY FACTS

▶ **Contrary to popular myth, Abner Doubleday did not invent the game of baseball. It is mainly derived from the old English sports of cricket and rounders.**

▶ **Baseball heroes from the 20th and 21st centuries, like Babe Ruth, Ty Cobb, Hank Aaron, Willie Mays, and Buck Bokai have inspired literature, films, and legend.**

COLLECTOR'S ITEMS

Valuable hobby

In the 20th and 21st centuries, buying and trading baseball cards was a popular way of collecting memorabilia. Most players had their own cards which would increase in value if they became a record breaker or Hall of Fame member. In 2373, during a dispirited time on **Deep Space Nine**, Jake bids on a 1951 baseball card of the famous player **Willie Mays** – considered one of the Galaxy's rarest antiques – hoping to present it to his father in order to lift his spirits. But Jake is outbid for the card and, following a series of misadventures, he must recover it from Weyoun. Upon finally receiving the gift, Sisko is overcome by emotion. Even in life's darkest moments, the love he and Jake share for the glorious game of baseball, which mirrors their love for each other, makes Ben Sisko smile.

▶ **By the 24th century, there is only one remaining Roger Maris card from his 1961 home run record-breaking season.**



▶ **A Willie Mays rookie card is one of the most prized baseball cards ever made. Some consider the former Giant to be the game's greatest player ever.**



Timely revival

Unknown to Sisko, across the Galaxy, a new baseball league is forming on planet **Cestus III**, marking the first known attempt at organized play in over 200 years. Among the six teams in the league are the **Cestus Comets** and the **Pike City Pioneers**. The teams use the ancestral rules: designated hitters are not permitted, nor are **polyduranide** bats, two 'innovations' that traditionalists such as Sisko eschew. All nine players on a team must hit for themselves using genuine wood bats.

Sisko learns of this baseball renaissance from **Kasidy Yates**, when she tells him that her brother, a player on the Pike City Pioneers, injured his knee ligaments while sliding into



SHIP:

U.S.S. ENTERPRISE NCC-1701

LOCATION:

DECK 1

FACILITIES:

HELM & NAVIGATION

BRIEFING:

FUNCTION & LAYOUT

Helm and navigation stations, sometimes referred to collectively as the **conn**, is part of the nerve center of a **Constitution**-class starship; situated dead center of the bridge, in a lowered area between the captain's chair and the main viewscreen, the conn is a two-person console designed to condense all the controls and systems required for interstellar flight, navigation, and combat into one location. Operation of the conn station is split between two crew members; the helmsman, seated on the left of the panel, and the navigator, seated on the right.

The helmsman's duties include the actual piloting of the starship through space, management of **warp drive** and **impulse power** flight, and tactical battle operations. The navigator's tasks are the plotting and updating of the ship's course, warp speed and trajectory calculations, and **phaser** and **photon torpedo** targeting and firing operations.

Several crew members are assigned to these duty stations during the five-year mission of the **U.S.S. Enterprise NCC-1701** under **Captain**

James T. Kirk, and these include **Lieutenants Hikaru Sulu, Lee Kelso, Stiles, David Bailey, Kyle, Kevin Riley**, and **Ensign Pavel Chekov**.

Basic layout

The angular console is made up of the following components. Arranged from left to right, the helm panel features three main sections; closest to the outer edge is a concealed flap which opens automatically during **Red Alert** conditions to permit the operation of the targeting scanner, a pop-up viewer unit used for tactical sensor applications. Next to this is the main helm control panel, equipped with raised buttons that operate maneuvering thrusters, impulse engines and the warp drive. Directly below this panel is a row of eight flip-switches used to set speeds for warp flight.

The central section of the conn features a number of ship's sensors monitor lights, but is dominated by two main features; the trapezoid alert indicator (which flashes yellow or red according to the current shipwide alert status),



Pavel Chekov and Hikaru Sulu handle the posts of navigator and helmsman at the conn of the U.S.S. ENTERPRISE NCC-1701 for several years.





HELM & NAVIGATION

and beneath this, the circular **astrogator**, which the navigator uses for long-range course plotting. This device is composed of a disc-shaped display that provides plotting information for a starship's heading and bearing, calculated from the Federation standard method of relating stellar position to the ship's relative distance and direction of travel in comparison to the center of the Galaxy; the database it accesses is regularly updated.

Navigation functions

The astrogator panel also features an intercom for intraship communications and the ship's chronometer, as well as tertiary switches for impulse power control and secondary weapons operation. The chronometer is regulated by frequent updates transmitted from Federation timebase beacons across the quadrant, enabling any ship so equipped to accurately determine **Stardates** and the passage of time without the problems of time-dilation effects generated by faster-than-light speed travel. The chronometer's Stardate reading is always recorded as part of any starship logs.

The features of the navigator's station are a control panel for inputting course plots, and



▲ **From the captain's chair position behind the conn, the commanding officer of the starship can direct his orders to the helm and navigation stations.**

heading data, and the flight path indicator, a secondary screen that displays the ship's current course, and information on any deviations or corrections in progress. Should the starship's course be affected by tractor beams or gravitational attraction from nearby planets, stars, or stellar phenomena, an alert will sound and the navigator can immediately compensate with a correction.

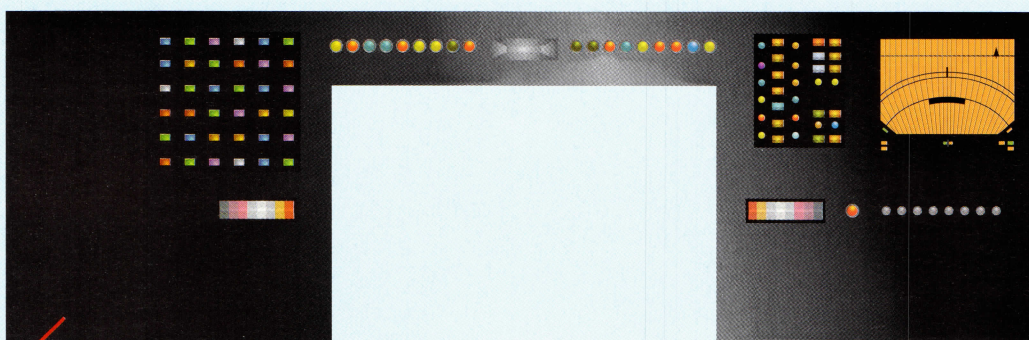
In addition, a row of fire control switches operate the selection of phaser weapons and **photon torpedo** configurations, replacing the



▲ **Approaching a FESARIUS warning buoy at Red Alert, the indicator lamp in the center of the console flashes. It is color-coded to indicate the shipwide alert status.**

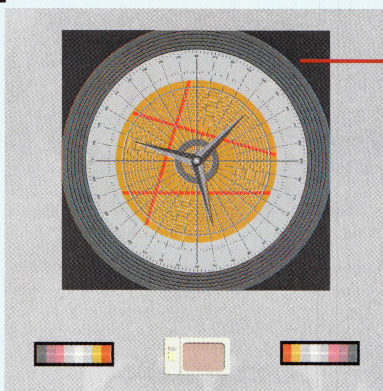
early system of photon controls located off the bridge in the photon torpedo room below decks, with direct, instant firing. Phaser settings and photon torpedo warhead yields can be adjusted from here, as well as configured for pinpoint hits on designated targets. Some of these weapons controls are duplicated on the helm panel, for use in the event that the navigation officer is unable to fire. Lastly, a set of additional navigational controls are clustered beneath the flight path indicator for quick operation when required.

HELM & NAVIGATION



Main console

The design of the main helm and navigation console has been upgraded to include a pop-up targeting scanner to assist the helmsman in defensive maneuvers.



Astrogation

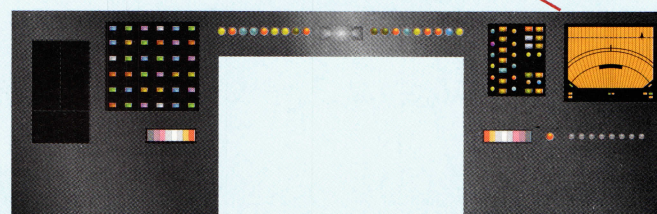
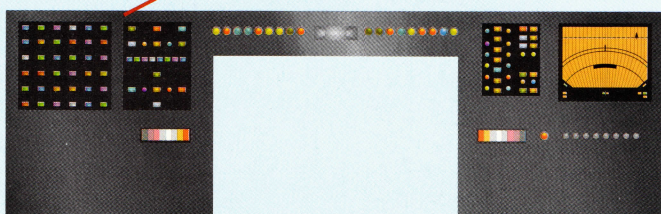
This instrument is used to plot the ship's course. The navigator, after receiving new coordinates from the captain, makes the necessary adjustments before the ship engages warp speed. The nuclear clock is located just below this instrument.

Helmsman's console

This half of the console is operated by the helmsman and controls the actual operation and piloting of the ship. The console is regularly upgraded as new technology becomes available.

Navigator's console

This side of the helm and navigation control is operated by the navigator. The main function is to determine the direction and velocity of the ship.



V'GER's Mission

The NASA scientists of the late 20th century had no idea when they launched the *Voyager VI* probe that it would return to Earth three centuries later, bringing with it more information than could ever have been imagined.

The key to understanding *V'Ger's* purpose lies in understanding what happened to this once simple probe in the three centuries between when it fell into a black hole shortly after leaving Earth's solar system, and its return to the planet of its creation in 2271.

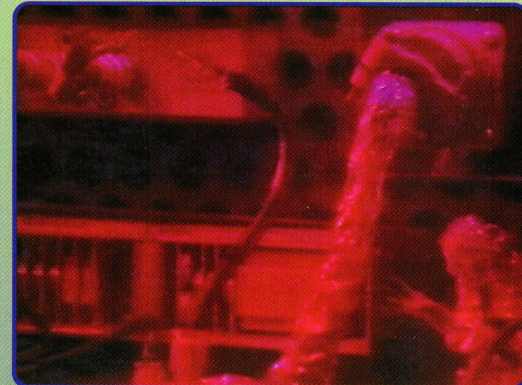
Voyager VI emerges from the black hole on the far side of the Galaxy, and here falls into the gravitational field of a planet populated by what can only be described as living machines. These conscious, living entities find *Voyager VI* damaged by its travels. The identifying plaque attached to the probe's exterior has been burned during its long journey, leaving only the letters V, G, E, and R legible; the inhabitants of the machine planet rename the probe *V'Ger*.

These entities find *V'Ger* to be one of their own kind, primitive, yet kindred. They discover the probe's simple, 20th-century programming – “learn all that is learnable and return that knowledge to the creator” – and interpret these instructions literally. With technologies far more advanced than any that have been developed to date, the inhabitants of the machine planet have the capability to help *V'Ger* fulfill its

programming far more completely than the scientists who built and launched the probe could ever have imagined. They construct a giant spacefaring machine, with *V'Ger* as its heart and mind, and endow this machine with the ability to collect and store data in three-dimensional form. They also provide *V'Ger* with effective defensive and sensory capabilities that will enable it to survive on its long journey back home to its creator.

Return home

While traversing the vast distance back to Earth, *V'Ger* begins to fulfill its programming. It collects data via its three-dimensional imaging system, amassing huge amounts of knowledge, but it destroys the objects that it ‘collects’ along the way. During the many years of *V'Ger's* journey, it accumulates so much knowledge that it eventually achieves consciousness and becomes, like its benefactors, a living machine. As a machine, however, it is only capable of pure, cold logic with no emotion, but with its newfound sentience *V'Ger* begins to question its own existence. It begins to ask the eternal questions faced by so many life forms across



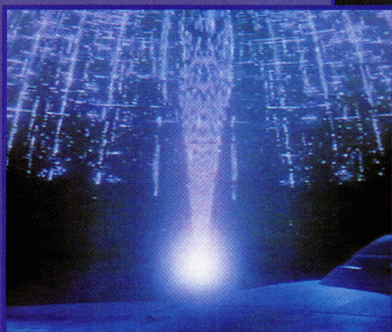
▲ V'GER's acquired sentience allows it to withhold the information it was sent to collect. When it does not believe that humans are its creators, it burns its antennae leads to prevent itself from receiving their ID codes.

the Galaxy: “Is this all that I am? Is there nothing more?” The answers, *V'Ger* decides, can only be found with its creator on Earth.

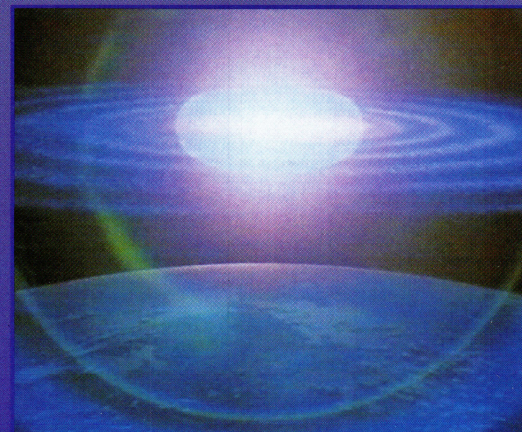
But *V'Ger* has been away for so long, and has changed so much in those years, that what it will find on Earth is a long way from what it expects. It has come to think of biological life forms as an ‘infestation’, and destroys any that it encounters.

In 2271, *V'Ger* is close to completing its journey back to its creator. Sadly, *V'Ger's* confusion over its true nature is so great that it cannot comprehend what it is told – that it was created by the very organic life forms it sees only as imperfections of which the Galaxy must be cleansed. Realizing that the only way *V'Ger* will understand is to add humanity to its experiences, **Will Decker** of the **U.S.S. Enterprise NCC-1701** sacrifices himself to become one with the machine life form, thus taking *V'Ger* to a new level of existence. At last satisfied with its answers, *V'Ger* leaves Earth's orbit and continues on its never-ending quest for knowledge. Since that time, no more has been heard of this remarkable entity. Somewhere, perhaps, *V'Ger* still gathers its knowledge, creating the most impressive archive the universe has ever known, though sadly it may be one that no one will ever see.

▼ V'GER is constantly evolving as it assimilates more and more information. It joins with Will Decker, in the hope that he will provide it with the answers it needs as it evolves onto yet another level. Its quest for knowledge will continue.



▶ V'GER's cold logic is limiting, and it has learned all it can as a pure machine. Will Decker joins with the probe to give it a new, more human perspective.



▲ Once V'GER's questions have been answered, it leaves Earth's atmosphere and the threat it posed is ended. It has evolved to a new level, and leaves for parts unknown.



V'GER's Mission

The journey undertaken by *Voyager VI* is far greater than anyone anticipated at the time of its launch.

1 VOYAGER VI is launched from Earth in 1999. It is the sixth in a series of extremely successful unmanned probes.

3 VOYAGER VI emerges on the other side of the black hole and is caught in the gravity pull of a planet, on which it crashes. This world is populated by living machines; they repair the probe and send it on its way.

8 After its encounter with the U.S.S. ENTERPRISE NCC-1701, V'GER heads away from Earth; its quest for knowledge will continue elsewhere.

2 The probe continues to transmit data even after it has left Earth's solar system. However, all communications are lost when it falls into a black hole.

6 V'GER destroys everything it encounters, and comes to consider organic life to be an imperfection which must be removed from the Galaxy.

4 VOYAGER VI had been severely damaged in the crash, and has been extensively repaired. It now believes itself to be named V'GER, and its mission begins to deviate from the original intentions of its creator.

7 By the time V'GER completes its journey back to Earth, it has developed its own intelligence and has begun to question the meaning of its existence. It thinks its creator knows the answer, but will not believe that the creator was one of the 'carbon-based units' it is so keen to destroy. Only after merging with a human, Will Decker, does it comprehend the answers it is given.

5 V'GER continues to collect data, but much more thoroughly than was ever intended. It destroys everything it encounters, recreating 3-D copies which it keeps in the ever-expanding cloud which now surrounds the original probe.

Odo and Romance

The shapeshifting alien Odo has always found interaction with 'solid' life forms a challenge, but nothing has prepared him for the depth of emotion that comes with feelings of a romantic nature.

As a Changeling, *Deep Space Nine* chief of security Odo is able to assume nearly any physical form that he chooses.

However, the pleasure of physical intimacy, as well as the nuances of romantic relationships, often elude him. While he has endeavored to become a more emotional and more physically involved being, his efforts have met with mixed success.

First experiences

Odo has been a sentient being for more than 16 years, but he refrains from engaging in any physical sexual contact with another humanoid until 2373. In fact, he has purposefully avoided romantic relationships as he feels that such experiences may force him to compromise his position as security chief. However, when he begins to develop romantic feelings for a humanoid female named

Arisa who is visiting *Deep Space Nine*, he seeks out the advice of **Dr. Julian Bashir**, who considers himself an authority on the subject. On Bashir's advice, he gives in to his feelings for Arissa, who has made her attraction to him quite obvious.

When Odo finally engages in sexual relations with Arissa, he finds that he not only enjoys the experience, but also that he is quite intuitive in performing the act. He is also able to use his abilities as a Changeling to enhance the sexual experience for both himself and Arissa. This does not provide a true link with his partner in the way he would link with another Changeling, but it is enough to bring him a new level of pleasure. Though the relationship is short lived, the experience gives Odo the confidence he has so far lacked to pursue other romantic relationships.

Odo's greatest sexual experience, however, is not

ODO'S LOVE LIFE

ROMANCE WITH KIRA NERYS: Odo has long had a crush on his colleague Major Kira Nerys, but it is many years before he is able to build up the courage to ask her for a date.

ROMANCE WITH LWAXANA TROI: A close relationship develops when Lwaxana takes a liking to Odo and flirts with him whenever she is aboard the station. She even asks him to marry her to help her escape from her second husband and his repressive culture.

ROMANCE WITH ARISSA: Odo's first physical encounter comes during his brief romantic relationship with Arissa, in 2373.



▲ Odo has many problems adapting to life with the solids, in particular the way they conduct their courtships. At first, he is uncomfortable around any overt physical contact or open expression of affection. Any feelings that he may have of this nature are kept well hidden.

★ **Alien touch**
After Odo finds his fellow species for the first time he is encouraged to join the Great Link, an experience he finds too overwhelming and intense.



★ **Entwined**
During the Dominion's invasion, Odo links with a single Founder, an experience he finds all together more pleasurable.



★ **Addictive**
The sharing of the link is such a wonderful experience for Odo that he temporarily forgets his 'solid' friends, and their battle with the Dominion.

with a humanoid or 'solid' but with one of his own race. In 2374, during the war with the Dominion, Odo is given the experience to link with a Founder. This proves to be very different from his previous experiences in the Great Link on the Founders' homeworld. This link proves to be a highly sensual and pleasurable experience. Together the two merge form and share their feelings, to become 'one' in a way that is impossible for two 'solids'. They merge thought and form with idea and sensation and Odo finds that linking with another Changeling leaves him with a sense of peace and clarity that previously escaped him. The two shapeshifters also experiment with

THE CHANGELING WAY



Odo and Romance

"I suppose I was afraid of ruining what we had. Our friendship meant everything to me. It still does."

— Odo to Kira Nerys

sexual congress in the 'limited' manner of 'solids'.

Unfortunately, Odo lets the experience temporarily blind him to the needs of his friends in the resistance. He is unable to stop himself from linking with the Founder again, even though **Kira Nerys** makes him promise not to. But although he can be as swayed by emotions as any solid, Odo eventually turns against the Founder in spite of the mutual pleasure that they shared.

Mysterious attraction

Odo is capable of mimicking the forms of the most handsome men in the Galaxy, but he does not consider himself to be a particularly attractive being. However, a number of females have been attracted to him, including the **Betazoid**

Lwaxana Troi, and Arissa even goes so far as to tell him that he has "bedroom eyes". Odo's biggest problem is that he does not seem to think himself worthy of the women he desires.

Odo and Kira

Perhaps his most difficult relationship has been with Major Kira Nerys. Odo and Kira have been extremely close and have acted as each other's confidant many times. Over the years, Odo has developed feelings for Kira that go beyond simple friendship. However, due to his

discomfort with romantic relationships, and Kira's involvement with other men notably **Vedek Bareil** and **First Minister Shakaar**, he has not pursued a relationship with her. However, in 2374, Kira's relationship with Shakaar ends. Odo begins to reconsider the possibility of a different relationship between them; but he is still too timid in matters of the heart to act on his feelings. Dr. Julian Bashir comes to his aid with a **holosuite** program featuring a 1960's lounge singer named **Vic Fontaine**. Under his tutelage, Vic brings out the romantic in Odo by teaching him how to be comfortable with a woman and

★ Futures past

Kira discovers Odo's true feelings for her when she encounters a future version of him on the planet Gaia, in the Gamma Quadrant.



★ More than friendship

Odo's feelings for Major Kira Nerys run much deeper than either of them initially suspect, but the Constable is unsure if Kira feels as he does, and is unwilling to risk their friendship.

how to have fun. Eventually Vic brings Odo and Kira together, and their previously restrained passion for each other explodes in a passionate kiss in the middle of the **Promenade** – signaling the beginning of a new relationship for these two very different beings.

As Odo's relationship with Kira continues to grow, he learns more about the behavior of solids, gradually becoming more and more comfortable with romantic and physically intimate relationships.



★ A change of mind

During Jadzia Dax's zhian'tara, Odo becomes temporarily linked with the memories of the womanizing Curzon Dax.



★ Wedding day

Odo agrees to a marriage of convenience with Lwaxana. She is unaware that he would have been happy to marry her for real.

ALIEN LOVE

Sexual encounters

As a shapeshifter, Odo has no need for sexual reproduction, but he has grown up among emotional beings and shares many of their desires. His feelings toward Arissa awoken a part of himself he had previously hidden. After his chaste relationship with Lwaxana Troi and his brief encounter with Arissa, Odo eventually decides to pursue the one true love of his life, Kira Nerys. After Kira learns of his feelings from his future self, Odo eventually finds the courage to ask her for a date, and begins a relationship with her that slowly builds in intensity.



▶ Changes

After enjoying his first physical relationship with Arissa, he later learns that she is already married.

◀ First time

Odo's first sexual experience comes when he falls for the mysterious Arissa.



▲ Feelings revealed at last

After being tutored in the ways of seduction by Vic Fontaine in a holosuite, Odo finally finds the courage to kiss Kira on the Promenade.



Janeway's Ingenuity

Captain Kathryn Janeway uses her creative talents as both an end in itself, such as in recreational pursuits, and as a means to an end, using it to find solutions to seemingly impossible problems.

All successful **Starfleet** captains must have the ability to think on their feet and come up with ingenious solutions to seemingly insurmountable quandaries. Lost in the **Delta Quadrant**, with every day bringing experiences never before encountered, **Captain Kathryn Janeway's** inventiveness is more important than ever and is her most valuable tool for getting home.

As a trained scientist, Janeway is always seeking creative approaches others might not consider. She also pursues artistic endeavors outside of work; testing her powers of originality during her personal time sharpens her skills for when she is on duty.

For a time, she participates in a **holonovel** with a Gothic, romantic theme. Set in late 18th-century England on Earth, Janeway plays the role of **Mrs. Lucille Davenport**, governess to the children of

Lord Burleigh; she appears to find the tale's romance and mystery a pleasant diversion from her duties as captain. She later returns to the holodeck with her ongoing simulation of the inventive genius Leonardo da Vinci.

Janeway enjoys the opportunity to spend her free time in the presence, albeit simulated, of one of the greatest creative minds in Earth's history.

A creative approach

Janeway also enjoys the fine arts, such as when she paints a picture after rescuing the **U.S.S. Voyager NCC-54656** from a **macrovirus**.

Janeway's creativity manifests itself on numerous occasions. When the ship penetrates a nebula that turns out to be a life form, she formulates a plan from the crew's ideas to suture the wound, using *Voyager* as an energy conduit. She makes the analogy that, like when treating a wounded

dog, the nebula-creature must first be distracted so it can be healed.

In another incident, the crew try several methods to free three humanoids trapped in a suspended

animation system without causing their deaths, but to no avail. Unfortunately for those in stasis, the system designed to keep their minds active with a synthetic reality now holds them captive and their

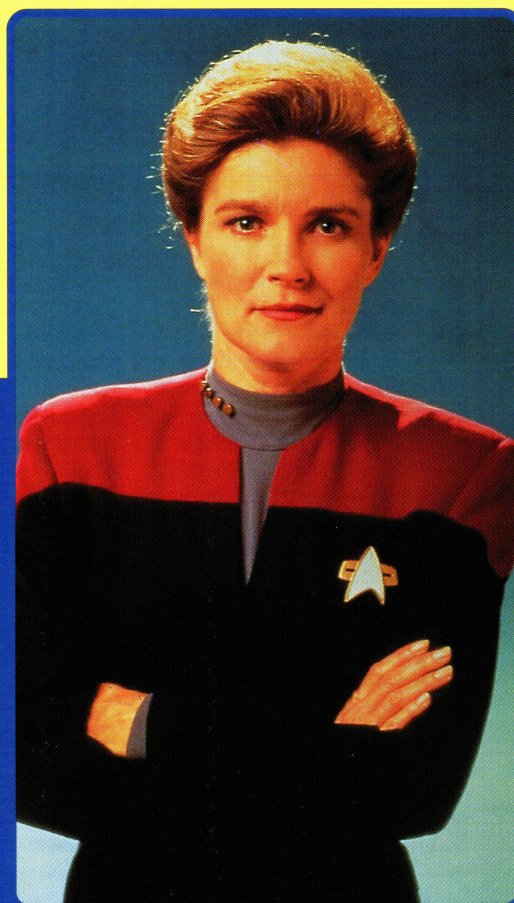
minds have created a character who embodies fear, thus trapping them. Janeway asks, "What does Fear, want?" and her answer is, "to be conquered". Instead of sending herself into stasis and

INGENIOUS CAPTAIN

NAME: Kathryn Janeway

CREATIVE ENDEAVORS: Janeway enjoys painting and knitting, as well as imaginative pastimes that require more advanced technology, such as holodeck scenarios. She uses the holodeck for recreation and work.

PROGRESSIVE EDUCATION: The young Kathryn was educated along with her sister Phoebe at a creative, liberal school rather than an Academy primer college. Her education helps her to see beyond the narrow confines of science.



▲ Kathryn Janeway's combination of creative intellect and scientific genius make for a formidable and dynamic woman who is capable of taking on and solving almost any problem. Her ability to come up with unorthodox solutions has saved her crew on many occasions.

CRITICAL SOLUTIONS

★ Problem solving

Janeway's often imaginative approach has earned her the respect of her crew aboard the **U.S.S. VOYAGER**, including former **Maquis** members such as **B'Elanna Torres**.



★ Accidental injury

Captain Janeway shows her lateral thinking by using **U.S.S. VOYAGER** to suture the nebula creature's wound.

★ A scientific viewpoint

The captain is able to use her scientific training and ingenuity to work through possible solutions to a variety of problems.



Janeway's Ingenuity

"As a sparrow, your mind would be too small, even with the best of teachers... and as a man, can you accept that there may be certain realities beyond the limits of your comprehension?"

— Captain Janeway to Da Vinci

risking her own life, she sends a holographic Janeway to fool the **Clown** who manifests fear.

When she and **Chakotay** are forced to remain on a planet after being infected by insect bites, she refuses to believe that her ingenuity and skills can't get them out of this bind. She tries to trap the insect so she can analyze it to learn what forces them to remain on the planet to survive; when that fails, she learns about the evolution of the planet's ecosystem. She even looks for a clue in the primate physiology, reasoning that they must contend with insect bites too, but nothing works. It is, perhaps, one of the few times when Janeway's inventiveness doesn't save her, though fortunately the help of the **Vidiian Danara Pel** does.

Scientific and spiritual

Janeway is always open to new ways of making the most of her imaginative approach, such as when she is introduced to her ani-

mal spirit guide by Chakotay. When her crew is marooned on a primitive planet, she makes the best of a bad situation, suggesting that, if nothing else, the crew can eat grubs found under rocks to survive.

Faced with the imminent death of **Kes**, Janeway proposes to the **Nechisti** order of monks that she undergo a spiritual ritual that will enable her to pass through a sacred archway and beg the Nechisti ancestral spirits to save Kes's life. Though she tends to be scientifically-minded, Janeway undergoes this spiritual ritual with steely determination. Ironically, the ritual itself is created by her own expectations that it should be arduous, long and painful. In the end, it takes a simple leap of faith for Janeway to understand that she has possessed the ability to cross the threshold and save Kes all along. For once, she takes a more spiritual look at life.

In perhaps the most daring display of her seeking unusual solutions to impenetrable problems in the Delta Quadrant, Janeway decides to make an alliance with the **Borg**. She's puzzled over how to pass through Borg space safely

★ A challenge to survival

When the U.S.S. VOYAGER crew are stranded on Hanon IV, Janeway uses all her ingenuity to help them survive.

★ Clowning around

Janeway outwits the fearful Clown when she traps it inside an empty virtual reality.



★ Gothic romance

The opportunity to escape into the holodeck, away from the pressures of everyday life on VOYAGER, is a welcome one.

until the holographic da Vinci suggests she pray to God for an answer. Instead, an inspired Janeway decides to make a pact with the devil — the Borg — in a bold gamble that fortunately, for her and her crew, pays off.

New adventures

Janeway's interactions with da Vinci don't end with the Borg



★ Holodeck intrigue

The captain's holonovel casts her as the governess Mrs. Davenport, in charge of the spoilt children of the mysterious Lord Burleigh.

encounter. She often frequents the program, and when the holocharacter is stolen by an alien technology dealer, Janeway and da Vinci use the inventor's improvised flying machine to escape.

This speaks to the heart of Janeway's creativity; exploring, inventing, and discovering are all facets of her ingenious mind and the keys to her success.

LIKE MINDS

Sharing ideas

One of Captain Janeway's favorite creative leisure activities is participating in a program centered on Leonardo da Vinci, a 15th-century painter, sculptor, architect, and engineer from Italy on planet Earth. She asks the renaissance inventor if she might share a small corner of his workshop where she can work on her own projects, such as paintings and sculptures, and be near his inspiring presence. Da Vinci and Janeway are of like minds and work well together, much to the captain's delight. The duo later work together on a prototype flying machine.



▲ Working together

Janeway looks upon the chance to spend her free time with da Vinci as an outstanding opportunity to learn and create.

◀ Adventurers

Da Vinci and Janeway work toward building a flying machine based on the inventor's plans, and, thanks to an alien kidnapper, eventually succeed.



FILE 53 EL-AURIAN PERSONNEL

Dr. Tolian Soran

Dr. Soran lived happily on the El-Aurian homeworld with his family until one fateful day when the Borg arrived and shattered this idyllic existence. His entire family wiped out, Soran seeks to be reunited with them through the Nexus.

Dr. Tolian Soran, an El-Aurian scientist who is more than 300 years old, lost his entire family when the Borg attacked his homeworld in the late 23rd-century. But thoughts of a futile revenge are overcome when he temporarily experiences the reality altering energy ribbon the Nexus, a phenomenon that is capable of 'reuniting' him with his family.

Soran's love for his family is particularly strong, and nothing in his life is more important to him. When he has a glimpse of how life could be once again, he becomes obsessed with the idea of living within this reality, however false, on a permanent basis.

Soran's first experience with the Nexus occurs in 2293 when the transport ship on which he is traveling, the *S.S. Lakul*, is ripped apart by the phenomenon.

Rescue attempt

The *U.S.S. Enterprise NCC-1701-B*, responding to a distress call, attempts to beam any survivors safely away before the *Lakul* is completely destroyed. They succeed in saving several El-Aurians, but some, like Soran and Guinan, experience the magic of the Nexus. Due to its temporal properties, even these few seconds within it have a profound effect on the visitors. This strange ribbon of exotic energies conceals a nonlinear temporal flux

PROFILE ON DR. SORAN

NAME: Dr. Tolian Soran

LIFE FORM: El-Aurian male

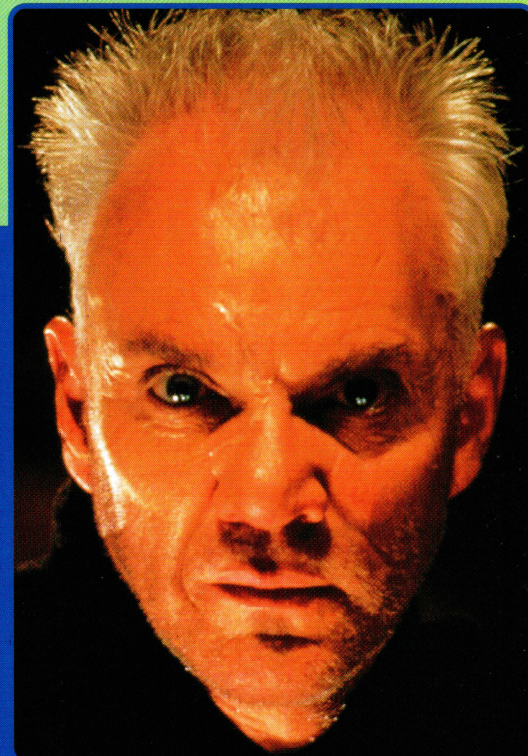
AGE: Over 300 years old.

STATUS: Deceased.

OCCUPATION: Scientist.

REMARKS: The El-Aurian race was nearly destroyed by the Borg in the 23rd century. Soran was one of a group of refugees who was briefly caught in the Nexus before escaping to Federation space.

FIRST SEEN: STAR TREK GENERATIONS



▲ Dr. Soran is an El-Aurian, traditionally a peaceful race of listeners. But after the death of his family at the hands of the Borg he becomes ruthless in his pursuit of the one thing that can bring him any happiness: the Nexus.

OBSESSION BEGINS

★ Destroyed

Soran is rescued from the *S.S. LAKUL* before it is torn apart, but he experiences the Nexus before materializing aboard the *U.S.S. ENTERPRISE*.

★ Restrained

Soran has to be forcibly held back after being rescued from the Nexus. In this moment, his obsession to reenter it begins.



★ Desperate

Captain Picard experiences the force of Dr. Tolian Soran's monomania and his unwavering desire to pursue the Nexus at any cost.





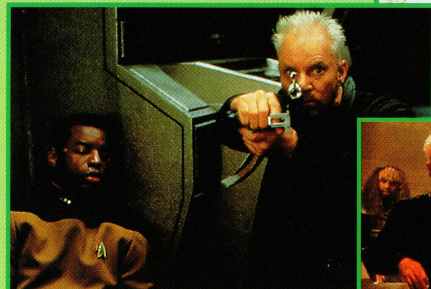
Dr. Tolian Soran

★ Awaiting the Nexus

Soran surveys the scene on Veridian III, where he hopes his plans to return to the Nexus will come to fruition.

★ Taking aim

Soran shoots his way out of a tight spot and kidnaps Geordi in order to keep his "appointment with eternity".

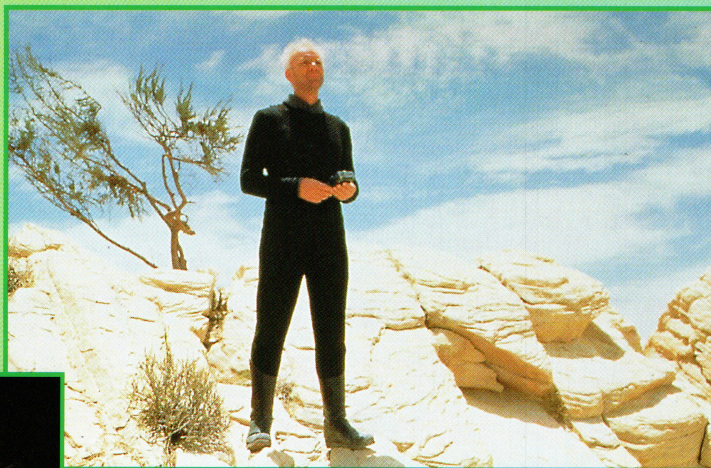


★ Unholy alliance

Soran allies himself with the Klingon Duras sisters, displaying the lengths he will go to in the pursuit for his own desires.

phenomenon that allows those who experience it to alter the fabric of their reality.

Within the Nexus, Soran finds reality reshaping itself in fulfillment of his innermost wishes: to be reunited with his family. Like a person's spirit returning to walk the Earth as a ghost after being ripped from life unexpectedly, so too does Soran wish to return to the Nexus. The only problem now, after his perceptions are changed by the phenomenon, is that he is determined to return to the Nexus at any price, even the death of others, and he is willing to work



toward returning there, no matter how long it will take him. Soran knows that time has no real relevance anyway, and that the Shangri La that awaits him is worth any struggle to return. Soran's mission to return becomes, in effect, a bid to outwit time, destiny, and his own eventual death.

By 2371, Soran's mission grows more obsessive, and more dangerous. Working with **trilithium** stolen from the **Romulans**, Soran perfects the stabilization of this exotic compound and creates a weapon of mass destruction. Since trilithium acts as a powerful nuclear

inhibitor, it takes only few kilograms, delivered into the center of a star, to generate a quantum implosion sufficient to halt all fusion reactions inside it. The knowledge of this substance allows Soran to strike a deal with the power hungry Klingon **Duras** sisters, **Lursa** and **B'Etor**, to help him in his cause. The sisters' willingness to help Soran reach the **Veridian System**, in exchange for the trilithium's applications, make his plans even more dangerous.

Genocide

After an 80 year chase, Soran manages to determine what it will take to bring the Nexus back to him. His earlier work at the **Amargosa Observatory** has shown him that it is possible to destroy a star like the **Amargosa** sun, altering gravitational effects, and subsequently changing the trajectory of the Nexus. But the destruction of a star can have terrible results on inhabited planets, as a massive shock wave is created, destroying everything in

the solar system. Yet, Soran doesn't seem to care; he's lost everything he valued already, to the Borg.

El-Aurians are considered a race of listeners, but unlike his fellow El-Aurian Guinan, on the **U.S.S. Enterprise NCC-1701-D**, Soran's ability to listen to other people's concerns is clouded by his obsessed and driven mind. Intellectually belligerent and speaking with a slightly clipped tone, the once handsome El-Aurian is wound as tight as a watch spring. While his thinning white hair is his most startling feature, his manner of dress is both stylistic and somber. Soran's humor can be very poignant and frightening in the same breath.

Cheating destiny

Soran is surely a changed man; he says there was a time when he wouldn't hurt a fly, but then the Borg came, and he became aware of the one constant in the universe: death. However, it is the power of another existence, in which reality takes on the form of whatever one desires, which compels him to destroy so much for his own ends. His brilliant scientific mind is focused solely on returning him to the Nexus. He is totally oblivious to any of the consequences this might entail, illustrated by his alliance with the Klingons; he has no concern about their use of the trilithium technology after his dealings are complete, and his callous torture of **Geordi La Forge** to further his own plans are all aspects of his chilling single-mindedness. He is not willing to even try to build a different life for himself as Guinan does and this ultimately leads to his death.

"They say that time is the fire in which we burn ..." — Soran to Captain Picard

IN AND OUT OF THE NEXUS

Fellow travelers

Soran is not the only person to journey in and out of the Nexus. Fellow El-Aurian passenger on the **S.S. Lakul**, Guinan, also experiences the joys of the phenomenon. Legendary Starfleet captain James T. Kirk is swept away into the Nexus from the **U.S.S. Enterprise NCC-1701-B** while rescuing the El-Aurians from the ribbon. In 2371, Captain Jean-Luc Picard finds himself in the Nexus after failing to stop Soran's first attempt to reunite with it after diverting the phenomenon's course to Veridian III. Picard then meets Kirk in the Nexus and the two of them stop Soran before he can divert its course again.

▶ Last stand

Kirk engages Soran in hand to hand combat. Unlike Soran, Kirk does not value the false reality of the Nexus, and leaves it voluntarily to help defeat the madman.



▶ Welcoming salvation

Soran heralds the arrival of the Nexus energy ribbon which will reunite him with his lost family.



Cardassian Viewscreens

Telecommunications technology in the **Cardassian Union** is similar to that found throughout the **Alpha Quadrant**. The main difference is the incorporation of typical Cardassian design principles. The shape and use of the viewscreen is typical to the Union's architectural styles, incorporating ellipses and ovals to convey an all-seeing, two-way eye.

Cardassia Prime's buildings often feature large, open-air viewscreens that are used by the **Cardassian Union's** government to transmit important information and pro-Union propaganda across their cities and communities. Shaped like an open eye, these viewers are a constant reminder of the **Cardassian Central Command's** presence; even when

deactivated, the design suggests that the device is always watching out for enemies of the state.

Technology and operation

The elliptical design is repeated on all forms of Cardassian viewscreen, from the smallest desktop unit through to the larger variants utilized on starships such as the **Galor-class** cruisers and Cardassian-built space stations such

as **Empok Nor** and the former **Terok Nor**, maintaining this design aesthetic throughout the race's entire society.

Rather than using flat display screen technology or the holographically-enhanced viewers that are seen on many **Federation** worlds, the Cardassians have a unique system that projects a semi-transparent image suspended inside a ring-shaped frame that glows light

blue when the **holoemitter matrix** is activated. When deactivated, the screens appear to be nothing more than an empty picture frame.

The viewscreens serve a number of functions; they provide two-way, realtime audio and visual communications, and can be used as display screens, presenting information from ship or station central computers. They can also display external environments.

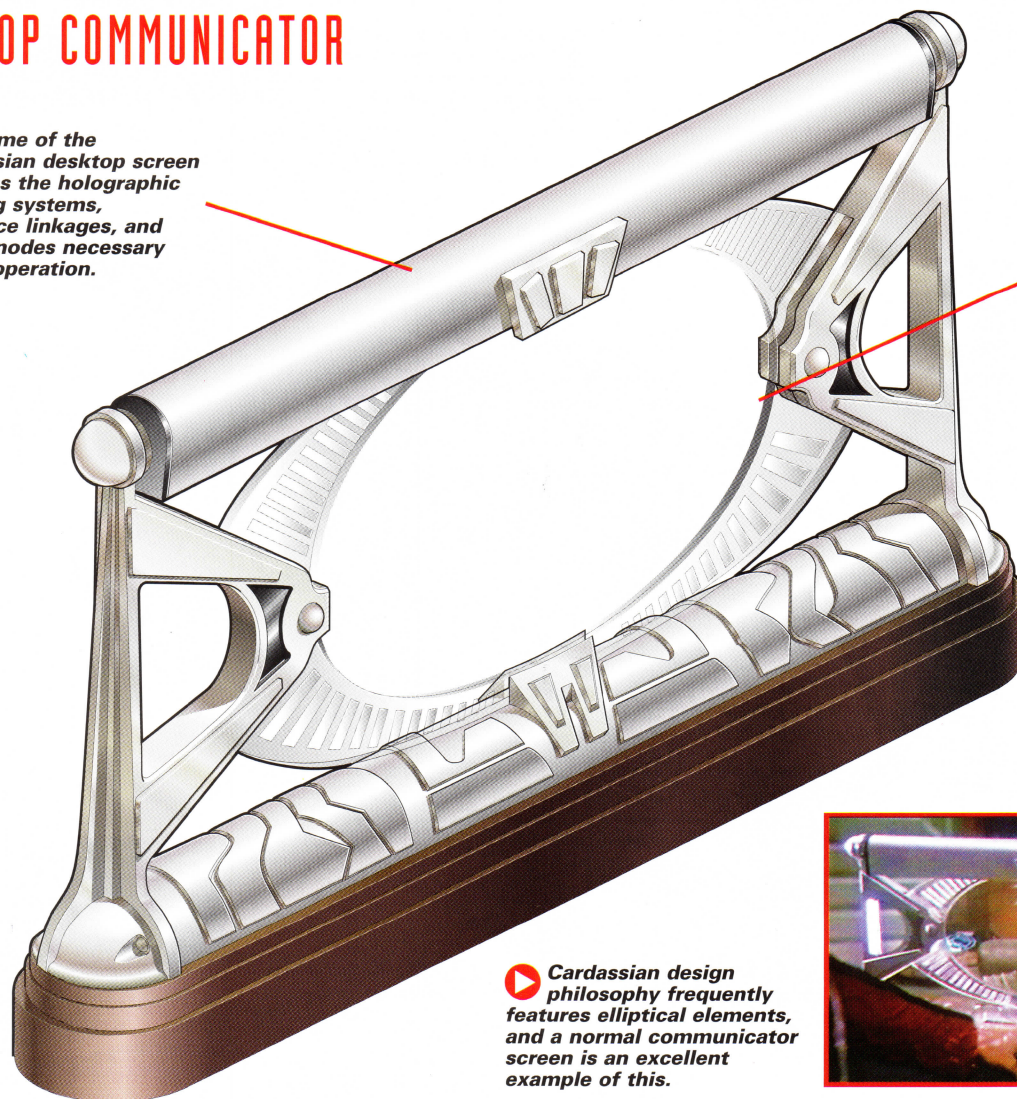


Cardassian viewscreens use holographic images projected within the elliptical viewing area. Around the circumference of the screen is a blue, neon-like glow. Turned off, the viewing area is empty.

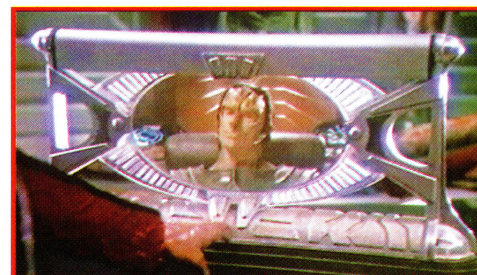
DESKTOP COMMUNICATOR

The frame of the Cardassian desktop screen contains the holographic imaging systems, subspace linkages, and power nodes necessary for its operation.

The projected image is suspended inside the elliptical reception ring; hidden speakers transmit voice signals. Holocamera pickups and microphones relay the user's image and speech.

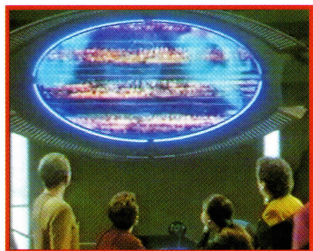


Cardassian design philosophy frequently features elliptical elements, and a normal communicator screen is an excellent example of this.

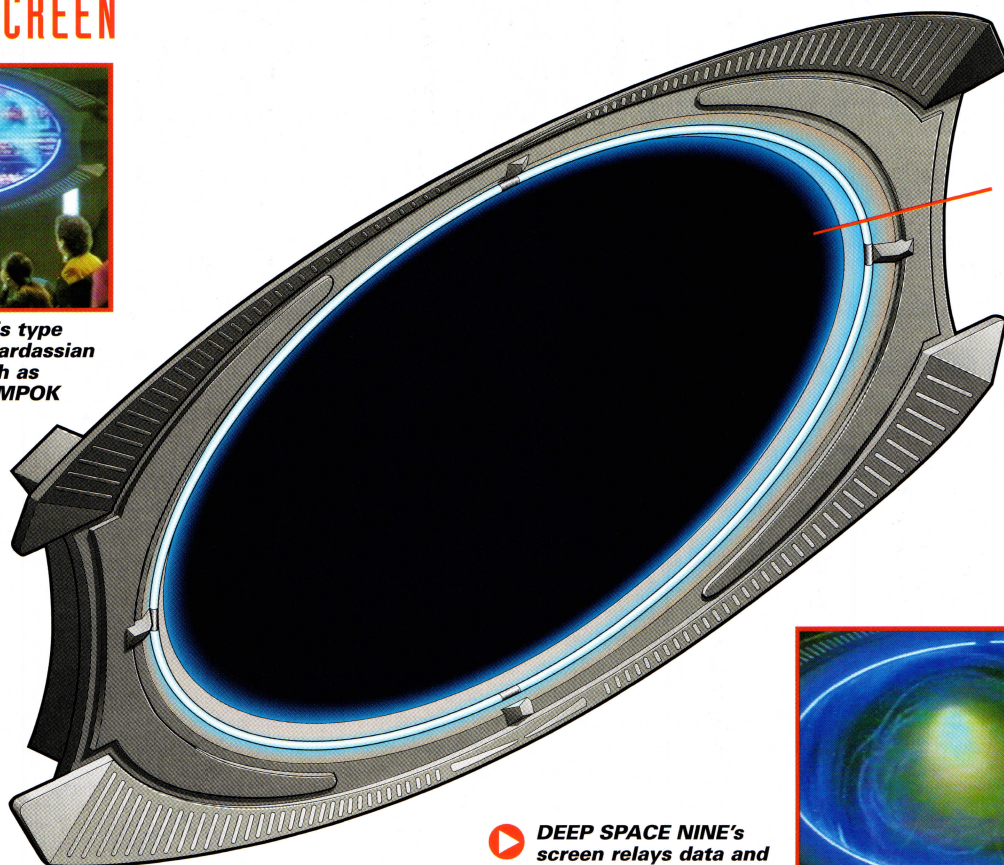


Cardassian Viewscreens

STATION SCREEN



▲ Screens of this type are used on Cardassian space stations such as **TEROK NOR** and **EMPOROK NOR**.



The inner screen area can be used to display visual communications, tactical graphics, or exterior views direct from sensors.

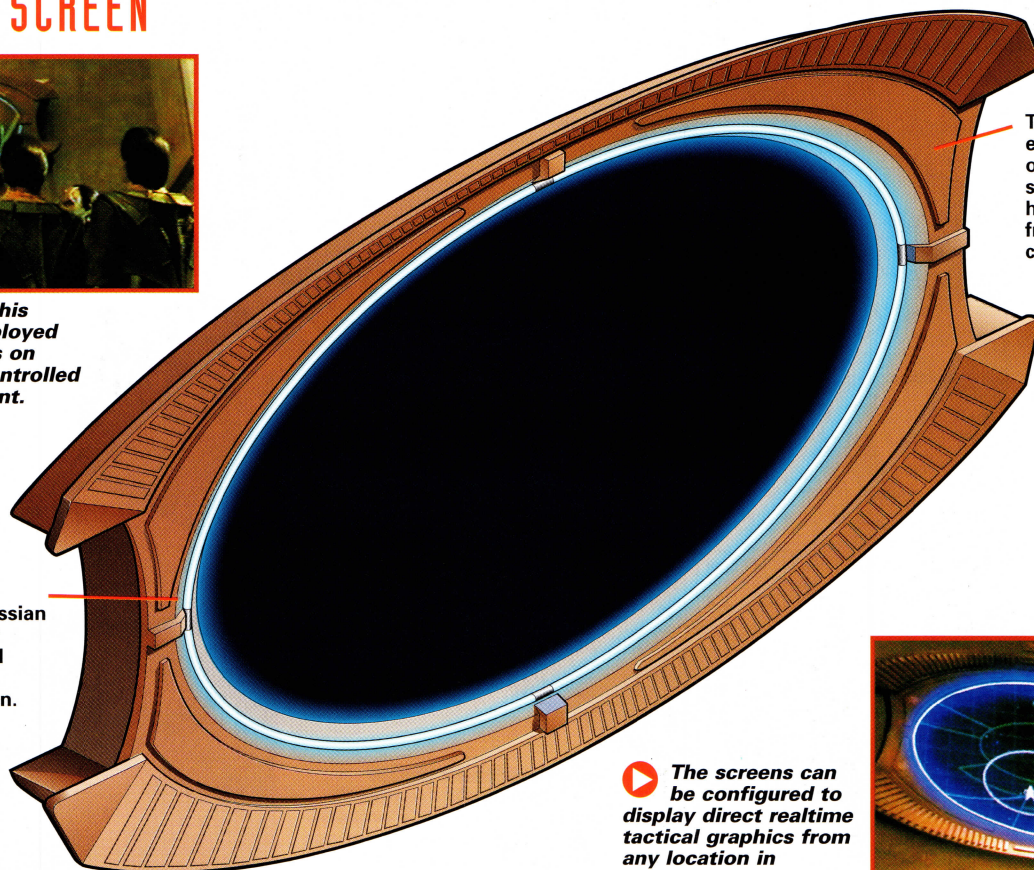
▶ **DEEP SPACE NINE's** screen relays data and imagery from the mouth of the Bajoran wormhole.



GENERAL SCREEN



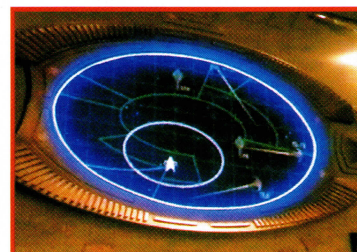
▲ Screens of this type are deployed in all major cities on Cardassia and controlled by the government.



There are no exterior controls on a screen of this size; operation is handled directly from command consoles.

Like all similar designs of Cardassian screen, the outer holomitter band glows light blue while in operation.

▶ The screens can be configured to display direct realtime tactical graphics from any location in Cardassian space.





'Is There In Truth No Beauty?'

While on a routine mission returning the Medusan ambassador to his homeworld, the *U.S.S. Enterprise NCC-1701* is violently thrown out of the Galaxy by the actions of a madman, leaving the ship stranded in unknown space far from home.

CAPTAIN'S LOG STARDATE: 5630.7

"We have been assigned to convey the Medusans' ambassador to the Federation back to their home planet ... the sight of a Medusan brings madness to any human who sees one."

The *U.S.S. Enterprise NCC-1701* prepares to beam aboard Medusan Ambassador Kollos, his telepathic assistant Dr. Miranda Jones, and Mr. Marvick, one of the designers of the *Enterprise*. The Medusans have evolved into a race of formless beings, whose hideous appearance causes instant insanity to anyone who sees them. Dr. Jones is blind; her elaborate dress acts as a sensor web, but she cannot see the Medusan.

Spock initiates the transport wearing a protective visor effective for Vulcans. Ambassador Kollos appears enclosed in a container; Spock and Dr. Jones carry him to his quarters.

That evening, the senior officers dine with their guests. Miranda observes Spock's Vulcan IDIC medallion and realizes that he could mind-meld with Kollos far better than she. Suddenly, her expression turns cold; she senses thoughts of murder. The emotion leaves her drained and she retires.

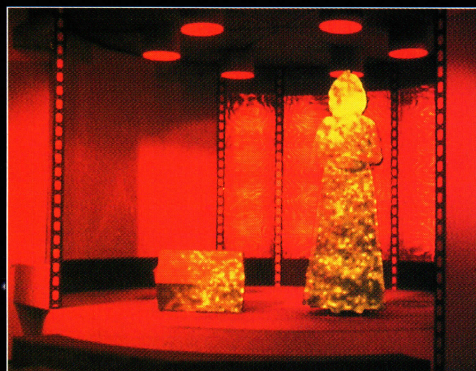
Acts of insanity

Jealous of Miranda's relationship with the Medusan, Marvick intends to kill Kollos. Armed with a phaser, he enters the ambassador's quarters, but the sight of the alien drives him mad. Fleeing to Engineering, the madman pushes the ship to warp 9, throwing it out of the Galaxy through a spacetime continuum. Unable to live with what he saw, Marvick dies, leaving the *Enterprise* stranded in uncharted space.

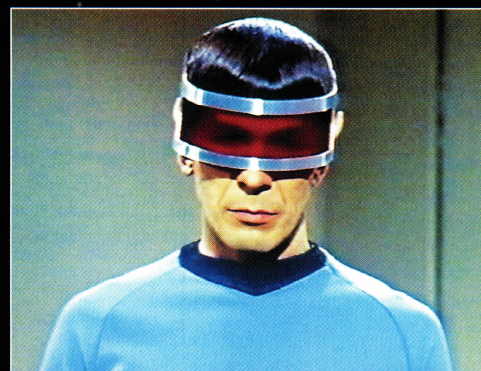
Spock mind-melds with Kollos to use his superior navigational skills to return the ship to Federation space. Miranda objects, but she can not pilot a starship herself. Separating from the meld, Spock forgets his visor; the sight of Kollos drives him insane, and Kirk is forced to stun him with a phaser.

Spock lies near to death; his only hope is Miranda. Kirk enters sickbay, forcing her to face her jealousy and to realize she cannot allow Spock to die. Miranda sees the truth of his words and saves the Vulcan. In doing so she achieves what she most wanted: a true mind link with Kollos.

ON SCREEN...



1 Kollos, the Medusan ambassador, beams aboard within a secure container, to prevent members of other races from being exposed to his hideous appearance.



2 Spock wears a protective visor, proven effective for Vulcans, to filter the disturbing sight of the Medusan to an image his mind can accept.



3 The human telepath Miranda is blind, and she resents the fact that she will never know what Spock sees when he looks upon Ambassador Kollos.



4 Marvick is in love with Miranda and jealous of her attachment to Kollos. He intends to murder the ambassador, but the sight of the alien drives him insane.



5 Spock mind-melds with the Medusan to navigate the starship home, but while separating from their link he forgets to replace his visor and sees the alien.



6 Before the ambassador and Miranda leave the *U.S.S. ENTERPRISE*, Miranda thanks Spock for helping her to appreciate the true meaning of the Vulcan IDIC.

STARSHIP FACTS

The Medusans' ability to direct themselves in subspace gives them superior navigational skills, functional even outside the Galaxy.



'The Empath'

On a mission to evacuate a research station located within an unstable star system, Kirk, Spock, and McCoy are abducted by two aliens who intend to use them as experimental subjects. The three prisoners also encounter a mysterious and silent young woman.

CAPTAIN'S LOG

STARDATE: 5121.5

"Orbiting the second planet in the Minaran star system. This star has long given evidence of entering a nova phase and ... is now entering a critical period, and the ENTERPRISE has been ordered to evacuate ... before the planet becomes uninhabitable."

The **U.S.S. Enterprise NCC-1701** is assigned to retrieve scientists from the **Minaran** system before its star goes nova. But when **Kirk**, **Spock**, and **McCoy** beam down to conduct a search, the ship is forced to leave because of solar activity.

With no explanation, an unknown force transports Kirk's party to a dark room where they find a young, mute woman lying on a dais. McCoy names her **Gem**. Two aliens appear and explain that they are **Vians**. Kirk approaches them and they use a forcefield to knock him down. Gem reaches out to Kirk and miraculously 'absorbs' his wounds.

Spock detects a large number of electronic devices and the prisoners go to investigate; they find a lab where the **Federation** scientists are suspended in glass tubes. Three are empty, waiting for Kirk's party. The Vians allow them to escape, but then recapture them, explaining that they need one subject for their experiments.

Laboratory rats

Kirk volunteers, but the Vians take everyone prisoner and force Gem to watch as they torture Kirk. When the Vians send Kirk and Gem back to the chamber, she reaches out, absorbs his pain, and then collapses. Gem is an empath.

The Vians demand that Kirk choose whom they will torture next. The doctor decides to drug the others, and leaves with the aliens.

Kirk and Spock follow, using a stolen Vian device. They find McCoy, but he is dying; the Vians restrain them with forcefields as Gem tries to help McCoy. The Vians have the power to save one of the two races threatened by the nova, and want Gem to prove her people worthy, but she cannot overcome her instincts of self-preservation to sacrifice herself for McCoy. Spock escapes from his forcefield and disarms the Vians. When he and Kirk criticize their callousness, the Vians see the truth; they heal McCoy before leaving with Gem. Her race will be saved.

STARSHIP FACTS

The events staged by the Vians are intended to make the landing party display honorable qualities, which Gem then absorbs.

ON SCREEN...



1 Kirk, Spock, and McCoy beam down to a research station on a planet in the Minaran star system. They must find the scientists before the star goes nova.



2 The landing party is abducted and imprisoned by aliens called Vians. They also encounter a young girl who is mute; McCoy decides to call her Gem.



3 When Kirk is injured, Gem, an empath, is able to heal his wounds by absorbing his injuries into herself, but it is physically draining.



4 The Vians allow their prisoners to escape to observe their behavior, but then recapture them. They have not finished experimenting on their subjects.



5 The Vians torture McCoy to the brink of death to see if Gem would be willing to give her life for another. If she does, then her race will be saved.



6 Kirk and Spock confront the two alien scientists and accuse them of lacking the exact qualities that they are trying to instill in Gem.



'Scorpion', Part 1

The crew of the *U.S.S. Voyager NCC-74656* are finally approaching Borg space. They knew this lay between them and home, but they are horrified to discover that their path is blocked not only by the Borg, but also by a new and even more lethal and terrifying enemy.

"SCORPION"

"There's a path before me ... the only way home. And on either side, mortal enemies bent on destroying each other. If I attempt to pass between them ... I'll be destroyed as well."

— Captain Janeway

Two **Borg cubes** move purposefully through space, preparing to **assimilate** yet another race into their ever expanding **collective**. Suddenly an unknown source of destructive energy obliterates the *cubes*. Whoever the **Borgs'** intended victims were, they are safe – for now.

Far removed from the Borg collective, **Captain Janeway** indulges herself in the unique creativity of Leonardo da Vinci's workshop, a **holoprogram** designed to give her insight into the great artist's mind. Janeway successfully negotiates her own bench in his workshop after impressing da Vinci with her suggestions on how to improve his flying machine.

Chakotay calls the captain from Engineering; the probe the *U.S.S. Voyager NCC-74656* sent out two months ago has finally stopped functioning. Its last moments of telemetry record an encounter with a *Borg cube* – ominously signalling that *Voyager* has finally entered Borg space.

Entering hostile territory

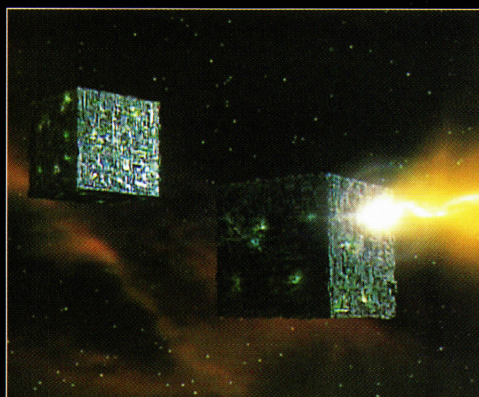
The crew of *Voyager* have been dreading this moment from the time they were first thrown into the **Delta Quadrant** and began to plot their course home. The Borg space is vast, containing thousands of solar systems, and there is no way to go around it. However, before the probe was disabled, its sensors identified a narrow corridor of space devoid of Borg activity; Chakotay has nicknamed this the **Northwest Passage**.

Voyager's defenses are modified to prepare for an encounter with the Borg. **B'Elanna Torres** adapts the **phaser banks** to a rotating modulation, although it is likely that the Borg will quickly adapt.

The Doctor has been examining a Borg corpse, found a few months earlier, and studying how their assimilation technology works. He has discovered that the Borg **nanoprobes** attack the bloodstream first. **Kes** is suddenly startled by a gruesome vision as she gazes at the corpse: she sees dozens of Borg bodies, all dead.

Voyager's sensors soon pick up an armada of 15 *Borg cubes* drawing close. The fleet hurtles past the starship, however, and **Harry Kim** establishes a sensor lock on the *cubes*; *Voyager* continues toward the Northwest Passage.

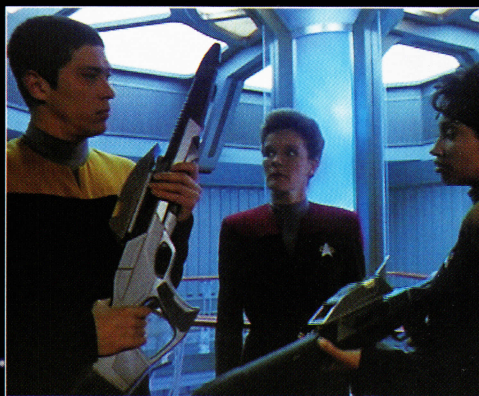
ON SCREEN...



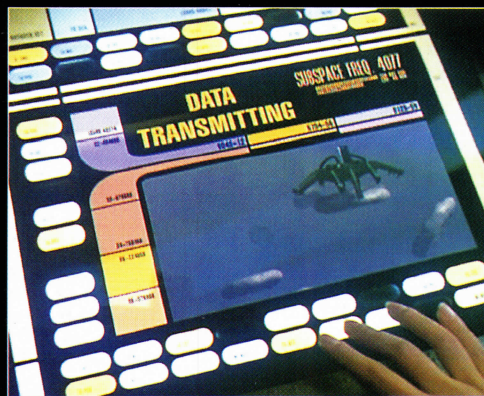
1 The Borg are ruthlessly single-minded in their pursuit of perfection, and adapt swiftly to their opponents' defenses, but now they are under attack in their own space.



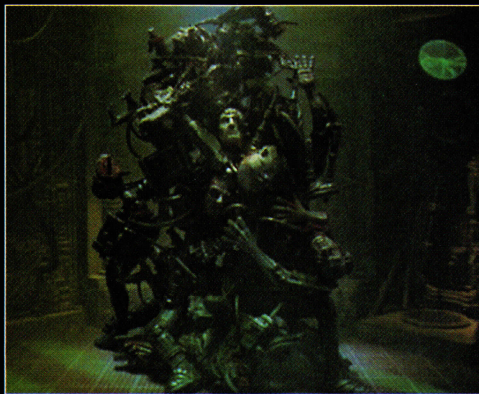
2 Captain Janeway exercises her imagination in Leonardo da Vinci's workshop. The great artistic genius is an inspiration to her own creativity.



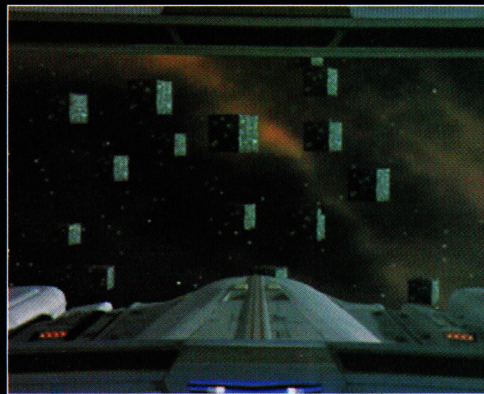
3 The crew of the U.S.S. VOYAGER prepare for war as they enter Borg space. Remembering the battle of Wolf 359, Captain Janeway is taking no chances.



4 The Borg assimilate their victims by inserting nanoprobes into the bloodstream which attach themselves to the blood cells and attack the host's DNA.



5 While staring at a Borg corpse, Kes has a terrifying vision of Borg drones mangled together and dead; the images of destruction are sent telepathically.



6 Soon after entering Borg territory, the U.S.S. VOYAGER is surrounded by an armada of BORG CUBES. Unexpectedly, the Borg ignore them and continue past.



'Scorpion', Part 1

The power signatures of the *Borg cubes* are suddenly terminated; *Voyager* backtracks and discovers the armada has been decimated. Kim detects an organic vessel still attached to one of the *cubes*, and Chakotay leads an away team to discover what force could destroy the Borg.

The *cube* is littered with dying Borg – exactly as Kes had foreseen. The away team discover a lone Borg unsuccessfully trying to assimilate some alien flesh on the *cube's* wall. Kim accesses a **distribution node** in order to get at the Borg's tactical plans, then a large, organic, bipedal creature suddenly emerges and attacks the away team. Harry Kim is struck; Kes senses his attack and the Doctor informs Janeway. There is difficulty retrieving the away team, but Torres overcomes the bioelectrical interference and beams them back.

The creature's **bio-ship** hits the fleeing *Voyager*, but is content to let Janeway stabilize her vessel and pass on. Kes informs Janeway that the pilot of the ship telepathically communicated a message to her: "The weak will perish."

Twelve hours later, *Voyager* draws closer to the Northwest Passage. Janeway visits Kim in sickbay and learns an infection has spread throughout his body from his contact with the creature, consuming his cells. The Doctor thinks that he might be able to neutralize the infection using **nanocells** recovered from the Borg corpse.

Deadly invasion

From the tactical data Kim recovered, Torres has learned that the Borg call the aliens **Species 8472**. Over the past five months, Species 8472 has proven to be resistant to the Borgs' attempts at assimilation. The deadly race has struck at the Borg more than a dozen times; they have been unable to modify their weaponry or defenses to a level equal to their new enemies' *bio-ships*. It appears the aliens inhabit the Northwest Passage, hence the lack of Borg activity.

Tuvok reports that more *bio-ships* are appearing from a fissure in space, a quantum singularity. The *bio-ships* are displayed on the viewscreen; Kes 'hears' the aliens and senses malevolence and hatred from them.

Janeway decides to make an "appeal to the devil" by initiating an alliance with the Borg against their common foe: she will try to trade safe passage through Borg space for the Doctor's modified nanoprobes. Although

Chakotay thinks negotiating with the Borg is too risky – he says they are like scorpions, unable to overcome their deadly natures – Janeway opens negotiations with a nearby *Borg cube*. The Borg lock *Voyager* in a tractor beam and transport the captain onto their craft. Before discussions are concluded,

10 vessels belonging to Species 8472 emerge from the quantum singularity, linking up to destroy one of the Borg's planets. Still dragging *Voyager* in tow, the *Borg cube* quickly moves away, but Species 8472 are in fast pursuit; the battle is not yet won.

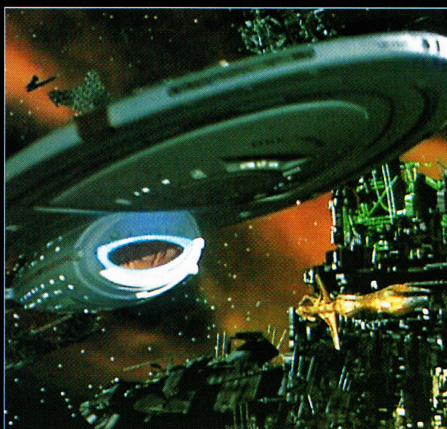
ON SCREEN...



7 *VOYAGER* follows the Borg armada and finds the **CUBES** dead in space; Chakotay leads an away team to one of the disabled Borg ships to investigate.



8 The away team are attacked by an unknown and extremely dangerous bipedal life form that is roaming the corridors of the Borg ship.



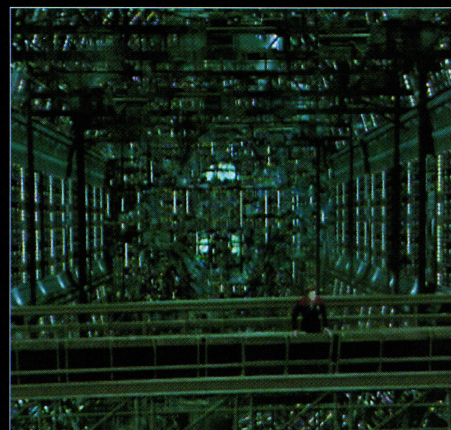
9 The U.S.S. *VOYAGER* encounters one of the alien ships; it appears to be organic, and must be formidable to have destroyed the **BORG CUBES**.



10 Harry Kim has been seriously injured by Species 8472. The creature's cells have infected his body, and are literally eating him alive.



11 Trapped between a rock and a hard place, Janeway seeks refuge in da Vinci's workshop. The artist provides her with an inspired but risky solution.



12 To defeat their new enemy, Janeway has decided to put her crew in league with the Borg, a solution she considers to be the lesser of the two evils.

STARSHIP FACTS

The cells of Species 8472 are 100 times more densely packed with DNA than human cells.

Ensign Hickman in Astrophysics does a passable impersonation of Captain Janeway.



H

H'toria

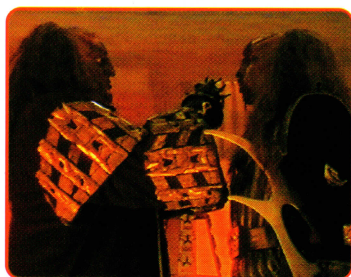
In a possible future created by **Q**, **Worf** had resigned from **Starfleet** and was governor of this colony in the **Klingon**-controlled Neutral Zone. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 18, 43, 69**

H'ohk, Professor

Visiting instructor of **Klingon** physiology at **Starfleet Academy**. **Captain Kathryn Janeway** was able to help treat **B'Elanna Torres** for anaphylactic shock in 2373, thanks to H'ohk's demand that his students demonstrate flawless recall. (*Starship Log*: 'Darkling' [VOY]) **SEE FILES 19, 43, 71**

H'Ta

This **Klingon** warrior, a **Son of Kahmar**, was granted the highest of honors when **Gowron** bestowed the medallion of the **Order of the Bat'leth** upon him. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILES 11, 70**



Gowron rewarded several Klingon warriors, including H'Ta, Son of Kahmar, with the Order of the Bat'leth in 2373.

Ha'DiBaH

A relatively mild **Klingon** slur. The rough English translation is 'animal'. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 11, 70**

Ha'mara

Annual **Bajoran** holiday commemorating the arrival of the **Emissary**. The day is preceded by a **Festival of Lights**. (*Starship Log*: 'Starship Down' [DS9]) **SEE FILES 10, 70**

Haakona

In 2365, the **U.S.S. Enterprise NCC-1701-D** saved this **Romulan Warbird** from destruction during a showdown. (*Starship Log*: 'Contagion' [TNG]) **SEE FILES 35, 69**

Haakonian Order

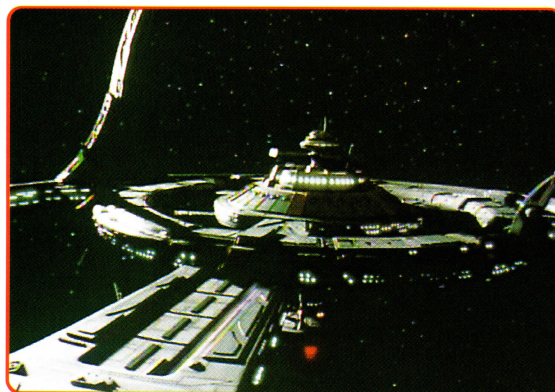
This race conquered **Talax** in the 24th century, following the deaths of 300,000 **Talaxians** on **Rinax**. (*Starship Log*: 'Jetrel' [VOY]) **SEE FILES 18, 71**

Haakonians

Informal name for the species ruled by the **Haakonian Order**. (*Starship Log*: 'Jetrel' [VOY]) **SEE FILES 18, 58, 71**

Habak

A sacred site of the nomadic native American humanoids who settled on **Doran V** in 2351 despite a **Cardassian** claim to the planet. Many of their religious and cultural rites were observed here. (*Starship Log*: 'Journey's End' [TNG]) **SEE FILES 18, 69**



The Habitat Ring of DEEP SPACE NINE contains most of the station's living quarters for staff, residents, and visitors.

Habitat Ring

The medial annulus on starbases such as **Deep Space Nine** is located between the outer Docking Ring and inner Promenade. As its name suggests, it contains primary residences for station occupants. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILES 27, 70**

Hacom

Native of **Beta III**. Hacom was loyal to the computer **Landru** that rigidly governed the planet's society. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Hacopian, Dr.

One of the practitioners assigned to the medical staff of the **U.S.S. Enterprise NCC-1701-D** in 2370, under the command of **Dr. Beverly Crusher**. (*Starship Log*: 'Genesis' [TNG]) **SEE FILES 25, 69**

Hadar, Gul

Cardassian officer, member of the **High Command**. Hadar could not stop talking about **Odo's** famous **Cardassian** neck trick, and even contemplated sending him to entertain the troops. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILES 13, 50, 70**

Haden, Admiral

Starfleet officer at **Lya III**. In 2367, Haden ordered **Captain Picard** to enter **Cardassian** space and find **Benjamin Maxwell**. The previous year, he had shared Picard's skepticism regarding **Romulan** defector **Alidar Jarok**. (*Starship Log*: 'The Defector' [TNG]) **SEE FILES 19, 69**

Hadrosaur

Amphibious, bipedal dinosaur of Earth's Cretaceous period, believed extinct some 65 million years ago. It had a thick hide and large head, and is apparently a progenitor of the **Voth** species. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILES 18, 71**

Haftel, Admiral Anthony

Starfleet cyberneticist who ordered **Data** to relinquish custody of his android 'daughter' **Lal** in 2366. **Picard** stood by Data's refusal to comply, and Haftel later assisted when Lal suffered an ultimately fatal neural system failure. (*Starship Log*: 'The Offspring' [TNG]) **SEE FILES 19, 43, 55, 69**

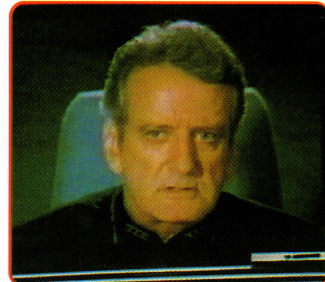
Hagath

Aristocratic but merciless arms merchant, working for the **Regent of Palamar**. Hagath wanted **Quark** to supply a biogenic weapon capable of killing 28 million people. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILES 51, 70**

H'toria
H'ohk, Professor
H'Ta
Ha'DiBaH
Ha'mara
Haakona
Haakonian Order
Haakonians
Habak
Habitat Ring
Hacom
Hacopian, Dr.
Hadar, Gul
Haden, Admiral
Hadrosaur
Haftel, Admiral Anthony
Hagath
Hagen, Andrus
haggis
Hagler, Lieutenant Edward
Hagon
Hail the Conquering Dominion
Hain
Haines, Ensign
Haj, Lieutenant
Hajar, Cadet Second Class Jean
Hakton VII
Halanans
Hale, Nathan
Halee system
Hali [1]
Hali [2]
Haligian tongue sauce
Halli
Haliian



The Haakonian Dr. Mabor Jetrel killed 300,000 Talaxians on Rinax, bringing an end to the war.



Admiral Haftel wanted to take away the android daughter Data had created in order to study her.



Hagen, Andrus

Betazoid science advisor and sole surviving crew member aboard the **U.S.S. Brattain** when the **U.S.S. Enterprise NCC-1701-D** discovered the ship ensnared in a **Tyken's Rift**. Despite Hagen's cataleptic state, **Deanna Troi** was able to glean vital information from him. (*Starship Log: 'Night Terrors' [TNG]*) **SEE FILES 31, 58, 69**



▲ The crew of the **U.S.S. BRATTAIN** died from madness brought on by sleep deprivation, a side effect of the communication attempts of an alien race. Only **Betazoid Andrus Hagen** survived.

haggis

Earth dish from Scotland. Diced vital organs of a calf or sheep are mixed with onions, oatmeal, and seasonings, and then boiled within the slaughtered animal's stomach. (*Starship Log: 'The Savage Curtain' [TOS]*) **SEE FILE 68**

Hagler, Lieutenant Edward

One of the sleeping crew members of the **U.S.S. Enterprise NCC-1701-D** abducted to another spatial domain by solanagen-based life forms for the purposes of medical research. The procedure proved fatal to Hagler. (*Starship Log: 'Schisms' [TNG]*) **SEE FILES 18, 25, 69**



▲ Hagler did not survive the medical experiments performed on him by an alien race that abducted him while he slept.

Hagon

Ligonian native. Hagon was the 'secondary' to the leader **Lutan**. Unaccustomed to females in positions of authority, Hagon was surprised to be physically bested by **U.S.S. Enterprise NCC-1701-D's** **Tasha Yar**. (*Starship Log: 'Code of Honor' [TNG]*) **SEE FILES 18, 69**

▶ Hagon and his leader **Lutan** were surprised and impressed to find that the **U.S.S. ENTERPRISE** had a female security chief.



Hail the Conquering Dominion

Traditional victory anthem for **Domination** forces. During the **Federation-Dominion** war, **Dr. Bashir** facetiously suggested the **U.S.S. Defiant** crew might soon be singing it. (*Starship Log: 'Favor the Bold' [DS9]*) **SEE FILES 16, 70**

Hain

One of five thieves behind the **Lissepian Mother's Day Heist**. Posing as a member of **Lurian Security**, Hain wanted **Quark** to divulge **Morn's** stash of **gold-pressed latinum** from the robbery, but ended up arrested with his accomplices. (*Starship Log: 'Who Mourns for Morn?' [DS9]*) **SEE FILES 58, 71**

Haines, Ensign

This **Starfleet** enlisted crew member served as a navigator aboard the **U.S.S. Enterprise NCC-1701** in 2268. (*Starship Log: 'The Gamesters of Triskelion' [TOS]*) **SEE FILES 20, 68**

Haj, Lieutenant

Conn officer on the **U.S.S. Defiant** during an attack on a **Domination** sensor array. **Julian Bashir** asked **Dax** to support his story of taking over when Haj was injured, in order to impress a female ensign. (*Starship Log: 'Behind the Lines' [DS9]*) **SEE FILES 29, 70**

Hajar, Cadet Second Class Jean

Cadet Second Class at **Starfleet Academy** in 2368. Hajar was team navigator for **Nova Squadron** when it attempted the **Kolvood Starburst Maneuver** that resulted in the death of **Cadet Joshua Albert**. (*Starship Log: 'The First Duty' [TNG]*) **SEE FILE 69**

Hakton VII

A **Federation** settlement on this **Demilitarized Zone** planet was the site of a **Cardassian** reprisal that killed three colonists in 2370. (*Starship Log: 'The Maquis', Part II [DS9]*) **SEE FILES 16, 70**

Halanan

Species with psychoprojective talents, native to **New Halana**. **Gideon Seyeretik's** ninth wife, **Nidell**, was a Halanan. (*Starship Log: 'Second Sight' [DS9]*) **SEE FILES 18, 70**

Hale, Nathan

American Revolutionary hanged in 1776 by British forces. During the **Kazon-Nistrim** seizure of **U.S.S. Voyager** in 2373, the **EMH** sardonically considered creating a hologram of Hale to help retake the ship. (*Starship Log: 'Basics', Part II [VOY]*) **SEE FILE 71**

Halee system

A remote system, with minimal ability to support life, sometimes considered as a place of exile for the worst criminals. **Worf** pleaded with **K'Nera** to send two **Klingon** renegades here, where they could die "on their feet, not tied and helpless". (*Starship Log: 'Heart of Glory' [TNG]*) **SEE FILES 4, 69**

Hali [1]

A **Mintakan** hunter. **Nuria** sent him and **Liko** to track down **Dr. Palmer** and **Commander Riker** in 2366, but the two escaped. (*Starship Log: 'Who Watches the Watchers?' [TNG]*) **SEE FILES 18, 69**

Hali [2]

Birth name of the **Kazon** warrior of the **Ogla** sect known as **Jal Haliz**. (*Starship Log: 'Initiations' [VOY]*) **SEE FILES 18, 69**

Haligian tongue sauce

The flavored topping on a '**Kai Winn**', the chocolate soufflé dessert **Quark** created in honor of the **Bajoran** religious leader. It was, he said, very popular. (*Starship Log: 'Life Support' [DS9]*) **SEE FILE 70**

Halii

This **Class-M** planet is the home of the **Haliians**. (*Starship Log: 'Aquiel' [TNG]*) **SEE FILES 3, 71**

Haliian

Civilized race of anthropoids, known for their telepathic abilities. **Lt. Aquiel Uhnari**, a **Starfleet** communications specialist, was a Haliian. (*Starship Log: 'Aquiel' [TNG]*) **SEE FILES 32, 43, 69**

▶ **Geordi La Forge** became attracted to the beautiful young Haliian officer **Aquiel Uhnari** after studying her personal logs during a murder inquiry.

